N64 Pro No. 1 December 1997

MAD FOR N64!

EVERY GAME REVIEWED BY THE PRO PANEL AND YOU!

N64 Pro

BLAST CORPS

GOLDENEYE 007

LYLAT WARS

ISSUE 1 DECEMBER '97 £2.95

1st official review

Extreme G

Adrenaline Addicts!

1st LOOK!

DIDDY KONG RACING

REVIEWED:

NBA Hang Time
GT Interactive makes b-ball go hyperactive

Multi Racing Championship
Chasing Mario Kart's multi-player crown

F1 Pole Position
Ground breaking Formula One racing

SOLVED:

ISS 64
Never lose again!

PilotWings 64
Win golds in everything

Killer Instinct Gold
All the cheats & hidden fighters

IDG MEDIA

GAMING HEAVEN! Why is this bloke over the moon? See page 92

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TIME
47
POSITION
06
TOTAL TIME
LAP TIME
00'01'88
00'01'17
00'00'56
135km
TIME
54
POSITION
04
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00'01'03
00'01'17
00'00'58
193km
NINE
ocean
imagineer
NINTENDO 64

N64 Pro CON

CODES, TIPS & GUIDES

57 Turok
Masses of codes to make Acclaim's Dinosaur bash 'em-up do all sorts of mad things!

58 FIFA & ISS 64
Here's a tip, don't buy FIFA, do buy ISS 64. If you need any others though there's plenty on 58

60 PilotWings
Enormous guide with tips and strategies to get you through every test on every vehicle on the last three classes

66 Shadows of the Empire
Want to know how to get every chilenge point in the game? Well, here are the ones in the first half at least!

68 Killer Instinct Gold
All the secret stuff you've heard about but never knew quite how to get is opened up before your very eyes

PREVIEWS

72 WCW Vs NWO
THQ's rehash of their popular PlayStation wrestling game is making its way over to an N64 near you soon

74 Silicon Valley
We couldn't even begin to go into what this is all about here! Read the preview on this ground breaking and all will become clear. Ish

78 Legend of Zelda 64
Look up the words eagerly and awaited in the dictionary and you'll probably find Zelda and 64 as definitions!

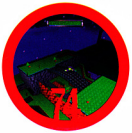
82 Clayfighter 63 1/3
Ludicrous idea for a game, in that the fighters and their moves are digitised from clay figures. A bit like Wallace and Gromit. Or perhaps Morph

86 Fighting Cup
Coming from right out of the blue is Ocean and Imagineer's intriguing beat 'em-up And the best news is, it could be out in next to no time!

Your free video...

On this month's video there's footage of all the games you'll be playing this Christmas and beyond, apart from F1 Pole Position 64 and BLast Corps because both games arrived in the office a day too late. Never mind, you'll get a good idea of what they're like in the review section. The undoubted highlight is GoldenEye 007 which takes the 3D search and destroy genre one step further, closely followed by Star Fox 64 and office favourite ISS64

Game is featured on our exclusive video where you see this icon!

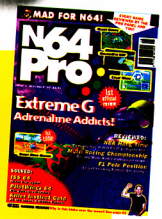


Silicon Valley – animalistic

Legend Of Zelda – hot

ISSUE 1 DECEMBER 1997

N64 PRO



REVIEWS

British US Japanese Rating of 10 (10 best)

12 *Extreme G* by Alex
You've never played a game this fast before! Blink and you've missed most of the entire race!

16 *Multi Racing Championship* by Steve
More racing thrills, this time played out at more sedate/realistic pace

18 *NBA Hangtime* by Steve
Certainly doesn't look much, but as they say, it's all in the playability, and Hangtime seems to score three points in that department!

22 *GoldenEye 007* by Noely
Rare hit their stride and out-Doom Doom before it's even released!

26 *FIFA Soccer Vs ISS 64* by Noely
One's absolute dirt, the other's the finest footy game ever to grace any system! Read Noely's comparative review to find out which is which

32 *StarFox 64* by Steve
Quick! Buy it before they change the name and you're too embarassed to go in the shop and ask for a copy! You have been warned...

36 *F1 Pole Position* by Mark
Does the N64 need another race game? Well, there's always room for another good one, but unfortunately F1PP can't quite manage to squeeze in

38 *Wave Race 64* by Noely
This is more like it. Just don't get carried away and try to dive into that lovely, cool looking water 'cos you'll hurt your head. And most likely break the telly

40 *Super Mario 64* by Steve
You may as well have an N64 with no power supply as have one without a copy of Mario. Destined to go down as the game that broke the mould. A true classic

42 *Mario Kart 64* by Noely
Expectations were so toweringly high for this it couldn't really fail to disappoint most people. Check out our open minded dissection for the real story though

46 *Shadows of the Empire* by Noely
Another let down, this time one that probably had thousands of nerds crying themselves to sleep for weeks though. What a shame eh?

48 *Killer Instinct Gold* by Alex
Apalling beat'em-up. Little else needs to be said. Only surprise being that it came out of the Rare stable which is usually so reliable. Rushed anyone?

50 *Blast Corps* by Noely
Brilliant game that's over all too quickly. While it lasts though, as it says in the name, it's a blast

54 *PilotWings 64* by Alex
Arguably the best N64 game to date, and one that you'll go back time and time again over a long period.

Meet the team...

Alex – PilotWings, Sunderland, Holstein Pils, cranberry sauce, Fila, combat trousers

Steve – ISS64, Man City, Jack Daniels, beetroot, Adidas, Puma tracksuit bottoms

Noely – GoldenEye, Man Utd, Southern Comfort, Chinese, Adidas, Fosters cords

Mark – Mario 64, Sheffield Wednesday, any good lager, MacDonald's, Kickers, jeans

Jim – Waiting for a cricket game, Leeds, Guinness, squid, Caterpillars, moto jeanswear

For full details on how to contact the team, turn to page 97

REGULARS

06 *News*
The only place to look if you want to know what's happening, what's going to be happening, and in some cases, what's already happened! This month includes Diddy Kong Racing and Banjo-Kazooie amongst many others

69 *Free Stuff*
The force will be with you if you win one of three sets of the Widescreen version on the Star Wars Special Edition Trilogy

88 *A-Z of Reviews*
If it's worthy of mention, be it an import or official release, you'll find it reviewed on these pages

92 *Round Yours*
How do you fancy the entire N64 Pro team descending on your house for the evening? It could happen

95 *Reader Survey*
Have your say on our very first issue! This is your chance to shape N64 Pro into the Nintendo magazine you want to read. So get scribbling!

Extreme G – fast

GoldenEye – violent

Star Fox 64 – hyperspacial

F1 Pole Position – NOISY

News

● Baited breath... Nintendo's successful policy of only releasing stunning software (with the exception – to prove the rule – of Killer Instinct Gold) is set to continue into the millennium ● N64Pro is expecting big things from the following games – Banjo-Kazooie, Body Harvest, Buggie Boogie,Climber, Dream, F-Zero 64, Jack & The Beanstalk, Kirby's Air ▶

F is for Fast?

New screen shots from F-Zero 64 show that the game is racing fast towards completion in Nintendo's R&D labs. Mr. Miyamoto promises faithfully that with F-Zero 64 they're seriously focusing on speed – not just the physical velocity of the vehicles, but also frame rate, which shouldn't ever dip below 60 fps. This should allow for the smoothest, fastest game play ever experienced in a racing game, while hopefully not sacrificing any of the gameplay as happened to a certain extent with Extreme G. F-Zero 64 will feature a full 3D, polygonal environment full of opposing vehicles and close to 20 different tracks that twist, turn, loop and corkscrew through space. Souped-up versions of the four vehicles from the original will return along with eight new cars. F-Zero 64 will also include several game play modes, including a 2-4 player head-to-head mode, and full Rumble Pak compatibility which should all add up to one of the best N64 games around.

Nasty Spray

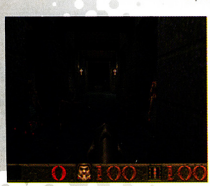
GT spokesmen reckon their conversion of the Mace coin-op is 'Set to redefine the future of the beat 'em up genre.' We won't hold our breath, particularly as the plot is the same as Mortal Kombat, except set in medieval times, where characters have gathered to participate in the ultimate hand-to-hand combat tournament etc...

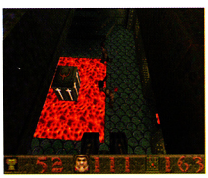
Boasting true 3D worlds, players can experience complete interaction with the fighting arena. Opponents can inflict damage by shoving each other into environmental hazards including quicksand, lava, magically electrified water, spikes and fire. Characters wield magical weapons and use objects found in the arena for vicious attacks. All the fighters and environments are of the posh 3D real-time rendered variety. 'Incredible' lighting effects for the weapons and explosions, 16 playable characters, each with individual fighting styles and arenas and spectacular special moves and fatalities are what we're expecting to see before Christmas.

Quaking in our Boots

The erstwhile PC-only Quake is finally coming Nintendo 64-wards. Quake is yet another 3D first person perspective shoot'em up. Id has teamed up with Midway to produce the console conversion of this best-selling PC game. Quake on the N64 promises powerful weaponry, horrific monsters, lightning-fast action and astonishing environments. As expected, it's got a split-screen deathmatch for up to four players and a range of all-new sound effects.

Quake 64, according to GT's press department, 'Fully exploits the power of the console with amazing lighting effects and seamless 3D environments.' Not surprisingly, it's rumble pak compatible for that extra adrenaline rush. Again, a pre-Christmas release is still a possibility.





Karl Malden in a Hurry

San Francisco Rush, the fast as a bast arcade racer, is heading for the N64! Hit the road in one of eight screaming machines and burn rubber through the 3D modelled hills and landmarks of San Francisco! Check out the four distinctive driving models, each with its own special handling characteristics.

Each of the three unique tracks contains spectacular hidden shortcuts. Players can rip through open fields, soar over rooftops, slip and slide through underground sewers or catch some serious hangtime off a suspended freeway!

Pop the clutch, smoke the tyres, and pour on the speed as breathtaking graphics power you round the streets of San Francisco at breakneck speeds. The all-important two-player split-screen option's in there for a head-to-head racing frenzy. Out first quarter next year.

News

● Coming soon! Not content with unleashing Extreme G, the fastest racer ever (that N64Pro reviewed first!) ● Acclaim is about to touch down with NFL Quarterback Club '98 ● Look out for an in depth preview next month ● Also from Acclaim, the sequel to ▶

Titus Announces Super Line Up

Titus has released further details of its trio of games for the N64. Its first game will be Lamborghini 64 which is shaping up to be a rather smart looking racer particularly since it's gonna be four player split screen (the multiplayer race may include CPU opponents rather than simply being a head to head as in MRC, Wave Race and the like) and will allow you to drive some awesome cars including not only the Lamborghini Diablo SE, but also a Porsche 959, a Ferrari F50 and a Buggati.

The game will be Rumble Pak compatible and will consist of six tracks with hidden sections promised and should hit these shores later in the year. Next up is Virtual Chess 64. Okay it's just a chess game but with full 360 degree 3D rotation, 460 x 480 resolution, over 50 different sounds and an engine that won "World Championship 96 for micro computer professional" it should certainly find a market. Their third release and possibly the dark horse of the pack is Superman 64. Details are sketchy at the moment. It's a single player action adventure game that mixes fighting levels with investigation as you save Metropolis from the clutches of Lex Luthor. More news from Metropolis when it breaks.

Datel in Rumble Pak Shock

Datel is set to send shockwaves through the N64 peripheral market (at least that's what they told us) with the release of the ShockWave. Datel have recently announced various peripherals for the N64 but it's the ShockWave that the powers-that-beat Datel are most excited about.

Essentially the ShockWave is a rumble pack with a difference (or rather two differences). Firstly it has a built in 1 Meg memory card eliminating the need to switch between the two. But the really unique feature is that Datel has managed to get it's machine to "rumble the parts other packs cannot reach". Essentially their rumble pack filters out the background music and then adds rumbles to various sound effects. So effectively you'll get rumbles during punches in fighting games, in explosions during flying games, and on crashes in driving games.

Among Datel's other forthcoming products are a couple of items that should please all N64 cheats. The Game Killer "does exactly what it says on the tin" and allows you to skip levels, meet hidden characters, gain maximum scores but ultimately if you're not careful completely kill your enjoyment of a game. The Action Replay should need little introduction and is somewhat more subtle in that it has a memory manager and is programmable.

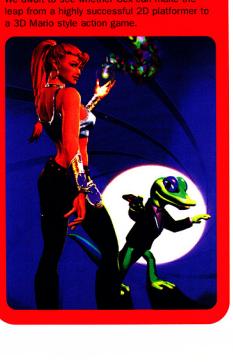
We'll be checking out the ShockWave and all Datel's other products in an up and coming issue so we'll give you the lowdown on just how well they work and which if any represent a must buy.

Gex and Drugs and Rock n Roll

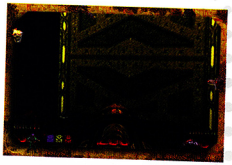
Gex: Enter the Gecko sees the return of Gex the "TV addicted, tail-cracking, gravity defying, wise-cracking gecko" in an all new adventure. This time the 2D platformer that was a hit on 16 bit machines has evolved into a 3D action romp.

The game sees Gex (a master of disguise) don a Kung Fu outfit, spacesuit, and other secret agent disguises as well as performing over 500 celebrity impressions and one liners from TV and Hollywood.

Crystal Dynamics are promising vast, brilliantly detailed 3D levels, combining humour, stunning graphics and challenging gameplay. We await to see whether Gex can make the leap from a highly successful 2D platformer to a 3D Mario style action game.



We're All Doomed!



Doom 64 boasts stunning 3D graphics, ultra-smooth gameplay, CD quality music and superb sound effects to make it, according to GT Interactive, 'The most incredible version of Doom ever.' Us N64 gamers wouldn't settle for anything less. There's enhanced weapons, dark secrets and startling surprises as you journey through the nightmare world. Choose from four difficulty settings and prepare to pit your wits against 16 radically redesigned creatures. They could be anywhere, so stay alert as you fight your way through more than 30 terrifying levels! Designed only for the N64, this all new version of Doom ushers in a new era of gameplay and performance! When it's out over here (in time for Christmas), there'll be never-seen-before levels unique to the N64 and an all-new demonic laser weapon exclusive to the N64 version. Doom 64 should take full advantage of the N64 joypad's analogue controller for total playability. Translucent explosions and eerie lighting effects could well help to take the Doom series to a whole new level of intensity.

▶ Ride, Nintendo Golf, Mischief Makers, MLB Featuring Ken Griffey Jr 64, Pilotwings II, Super Mario 64 II,Super Mario RPG, Tetrisphere, Yoshi's Story and Zelda 64 are all currently scheduled for release in the next two years. We'll be bringing you the most accurate and informed updates on a monthly basis ●

Kong-ratulations!

The best kept secret for years must be Diddy Kong Racing from Rare. Any Rare Nintendo release is usually the subject of month upon month of eager anticipation, as gamers gear themselves up for yet another classic. So it came as a massive shock to the entire industry when it was announced that Banjo Kazooie had slipped and a previously unheard of title was going to take its place in the schedule, and it was going to be ready in time for Christmas!

Diddy Kong Racing is being pushed as a whole new genre of video game - the racing adventure - and we've got our hands on the first screenshots of it for you. It will draw inevitable comparisons to that other great N64 racing game, Mario Kart 64. While this does focus on high-speed, entertaining racing action, it also throws an unusual shaped spanner in the works by adding a large dose of adventuring fun and exploration that you'd more likely expect to find in a game like Super Mario 64. Diddy Kong and seven other characters will race through a total of 20 beautiful 3-D courses with rivers, waterfalls, tunnels, canyons, lava, snow, rolling hills and quiet lagoons.

The finished product will feature 25 levels, split up by a boss every five levels. Balloons, bananas, silver coins and other nifty little goodies help to make the racing more interesting, and new courses, and three different racing vehicles (Kart, hovercraft, and plane) also help to differentiate Diddy Kong Racing from your usual race game.

The game features Real Time Dynamic Animation (RDA), and although this technique is difficult to see at first, apparently the subtleties do literally 'shine' through eventually. Highlights shine from round objects and a whole new sense of crisp graphics can be seen throughout the game.

Supposedly, RDA is the reason that Nintendo held back Diddy Kong Racing from being shown at the recent E3 and ECTS shows. Apparently Nintendo didn't want to reveal any 'secrets' before the absolutely had to so that competitors couldn't copy this technology and steal their thunder. Of course, we don't believe this story at all, but nonetheless Diddy Kong Racing is here, and will come out this year, so there's no reason to whinge about it any further.

Leanin' on a Lamp Post

Sadly this game has nothing to do with the mighty George Formby as we'd hoped, but it is the next best thing. It's a Rare developed Mario 64 style platformer featuring a bear (Banjo) and a bird (obviously Kazooie) hammering around various locations, and we have to say, it looks absolutely icredible!

With a heavy emphasis on characterisation and Rare's world reknowned flair for knowing exactly what makes a good game this is guaranteed to set the N64 market on fire! Sadly it was recently announced that the game wasn't going to hit it's pre Christmas target and has slipped back to early next year. Disappointing we know, but we're sure it'll be worth the extra wait if it ensures that everything is just right. Watch out for it getting a thorough going over in N64 Pro soon.

2D or not 2D?

They say a picture is worth a thousand words, and this is especially true with images from Yoshi's Story (don't get excited, it's not another Yoshi game, this was previously known as Yoshi's Island). Every time we get a new batch of screen shots from this game, we can only look at them and marvel at the weird, surrealistic images, vibrant colours, and amazing special effects. Even though we're not always sure what is going on, it's certainly peaked our interest level!

Apparently, Yoshi's Story goes a little something like this: Yoshi's world has been magically transformed into a living picture book. What are the Yoshis going to do? Can they get back to the real world? OK, so it's hardly classic literature. The simple story line, however, should be more than made up for by great game play variety. As in the Super NES classic, Yoshi's Island, one of the main game play actions in Yoshi's Story will be egg tossing. This time the Nintendo 64's analogue Control Stick will play an integral part in this particular action, although how it will work precisely is anybody's guess!

Altogether there will be six different Yoshis - each a different colour - for the player choose from and Yoshi's Story would appear to be a fantastically animated, gorgeously designed game with tons of the 2D gameplay we've all played so much in 16-bit days of SNES. In fact, Nintendo even says the game is '2 1/2 D,' a claim that makes you wonder just how much of that extra 1/2 dimension will be used. Hopping, walking, running, and other assets, possibly hovering or flying, may appear in the arsenal of movements Yoshi can take advantage of in this fats approaching sequel. Although Yoshi's already promises innovative 2-D graphics, we're told that even the soundtrack is also likely to be a big hit. We'll bring you news of a definite UK release date for this as soon as we have it, but if you can't wait you'll be able to buy the Japanese version on import before Christmas or the US one which is pencilled in for a February 8th release.

Review

NO MATTER what some idiots may have you believe, the review section is the most important part of any games magazine. Ours is no exception. As this is our first ever issue, we thought we'd better explain exactly how our reviews work. So don't turn the page just yet

CAPTIONS
These tell you about what's going on in a particular frame. Alternatively, they may tell you nothing at all if it's blatantly obvious what's going on. We don't want to patronise you

FIRST IMPRESSIONS
This is a quick overview of what the reviewer initially thought about the game after a few minutes' play. Often, the first impressions aren't indicative of how the game pans out, but as the crap old saying goes, 'You never get a second chance to make a first impression.' Oh you don't

STAMP OF APPROVAL
Games scoring 90% or over are awarded this accolade. To score 90% or over a game has to be close to perfection in all departments

N64 SCORE
Ultimately the most important part of the review. Anything over 89% is basically a must buy, regardless of your gaming preferences. These are the games that grace the console and are well worth saving up for. Any game scoring between 80-89% isn't quite a must buy, but if you're mad for the particular genre of game it falls into then you could do a lot worse. A score between 70-79% is very much a 'one man's meat's another man's poison' effort inasmuch as you'll find that no-one can quite agree as to whether it's a world beater or the world's worst. Going further down the scale, scores between 50-69% are reserved for average games that are either far too easy, far too hard, look or play shoddily and could have been so much better if a little more time, thought and love had gone into their development.

A game scoring less than 50% should be steadfastly avoided unless maybe it turns up for cheap in a bargain bucket, in which case you may not be too gutted about paying for something you wouldn't normally dream about shelling out the full amount for. The marks dished out ranging from 0% to 50% basically differentiate between carts that should never have seen the light of day and ones which may have been okay on the drawing board, but somehow lost their way in development.

THE READER REVIEW
The thing that sets the score box apart from any other score box in any other magazine, however, is the reader review. As well as having four expert video game journalists' opinions, there's one from a specially selected reader which could, of course, be you. Write to Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP telling us why it should be you and we might just be in touch

▶ the immense Turok: Dinosaur Hunter is already well underway along with an all-new as yet untitled soccer game ● Forsaken, NHL Breakaway, Shadowman and NBA Jam '98 complete Acclaim's all-star line-up scheduled for next year ●

Like Tetris, but Wetter

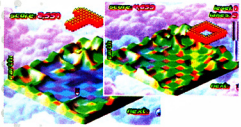
Wetrix is a 3D puzzle game with a central concept so simple that it's instantly addictive. Random 3D shapes drop onto a flat, isometrically viewed, square surface. These shapes, or building blocks, must be used to construct pools, channels and dams so that you can collect the globules of water that also fall.

Now, when the fireballs begin to drop, you can use them to evaporate the water you've collected. The more water you evaporate, the more you score. Simple.

It would be if it weren't for bombs which fall and earthquakes that erupt and those other players that try to foil your efforts, and the rainbows – well they're a different kettle of fish altogether.

Wetrix is a puzzle game that anyone can play and Ocean challenges you not to get hooked. However, Wetrix isn't a totally unique phenomenon. Its predecessors: Tetris, the Rubik Cube and Lego are linked by simple ideas that capture the imagination and drive the will to get involved, the will to play.

Created almost by accident by Manchester based developers Zed Two, Wetrix will be available first for PC, then for N64 early next year. With Manchester-based QED doing the marketing campaign, expect the unusual.

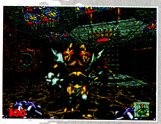


Exterminate!

The Duke hits the N64 in November with a 3D overload of graphically-enhanced extra terrestrial-exterminating action. Duke Nukem, 64-style, is looking better than ever before, with more attitude, more interactivity and all-new Dukematch levels created exclusively for the N64. In total, there are 30 graphically enhanced levels of carnage and new, bigger, meaner, never-before-seen weapons, bad guys and enemy bosses.

The dynamic gaming environment includes earthquakes, exploding buildings and functional subways. Players can run, jump, crawl, swim and jet-pack their way through a variety of 3D scenarios. Over a dozen hi-tech weapons are available, including assault shotgun, rocket-propelled grenades and three barrel ripper machine gun. Featuring Dukematch, co-op, team play and all-new meltdown mode, the whole thing's rumble pak compatible for maximum high-tension interaction and, like Hexen, up to four players can have a simultaneous split-screen dabble.

Hexe-llent!



Hexen, the wildly popular search and destroy PC game (the office PC buffs play it all the time), is coming soon on the Nintendo 64. In a world littered with the mangled corpses of non-believers, only three humans – a warrior, a mage and a cleric – have escaped the leader's vicious spell. Now these three brave souls have sworn to crush the evil regime that threatens to destroy their world forever.

You get to play as any one of this trio, wielding superhuman magical powers and lethal weapons. Players can walk, run, fly and look all around as they pillage their way through earthquakes, crumbling bridges and fog to track down powerful artefacts and cast wicked spells. Up to four can play at once in a split-screen deathmatch option.

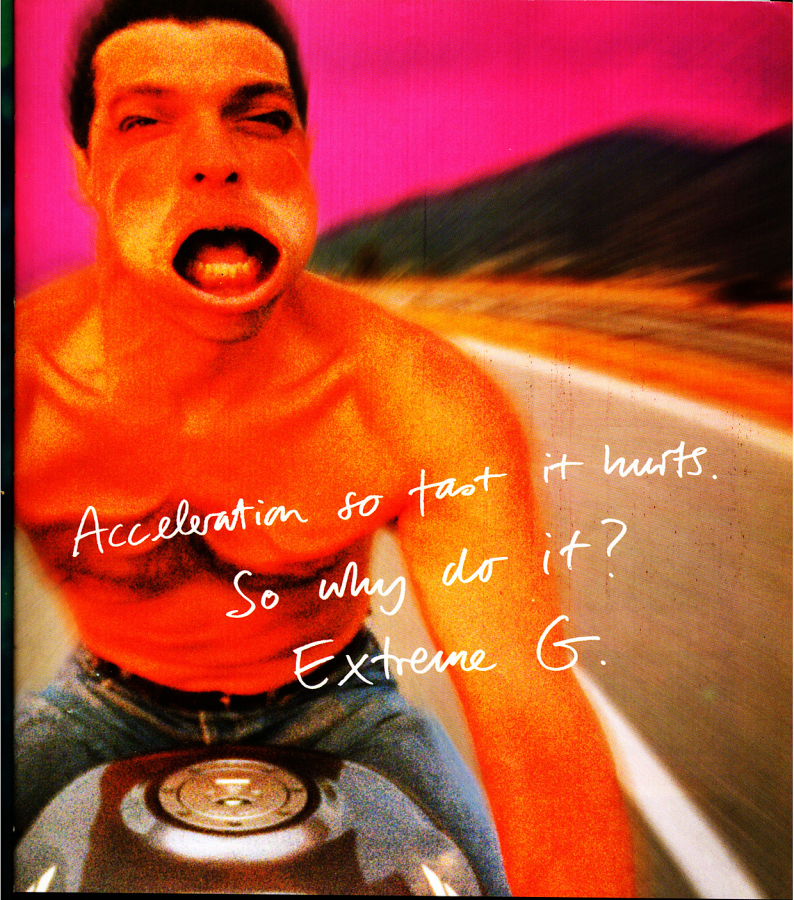
Use a Bit of Logic 3

Spectravideo have announced the launch of a range of controllers of particular interest to N64 owners.

The Trident Pad and the Trident Pad Pro are optional alternatives to the standard official controllers the latter having an Independent Auto Fire, Slow Motion, and LED display and weighing in at a slightly pricier £24.99 with the standard pad at £19.99.

The Challenger Pro is a rather unique 3 in 1 Twin 3D analogue controller for use with the N64, (PSX and Saturn - Who hell they?). Although why you would want to still play one of those machines is beyond us. It retails at £34.99.

Finally with all the forthcoming racing games theres a couple of sleek looking Steering Wheel and Pedals Units. The Top Gear and the Top Gear Pro are both self centreing, have a wheel rotation angle select, programmable gear stick and pedals. Additional features on the Top Gear Pro include a Throttle Hold a programmable key layout and an LCD display panel. Suggested Retail Prices for the Top Gear and Top Gear Pro are £69.99 and £89.99 respectively.



Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)

Acclaim®

TAKE IT TO THE EXTREME

Probe™

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● **GAME** Extreme G ● **PUBLISHER** Acclaim ● **CONTACT** 0171 344 5000 ● **GENRE** Driving game ● **RELEASE DATE**

Extreme G

I feel the need. The need for G

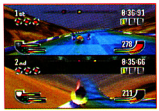
Extreme Government Decision

To curb all high speed illegal activities, the government of the future has decided to build a load of tracks on wasteland all over the planet. "To stimulate the minds and increase the competitive spirit of the people of the world."

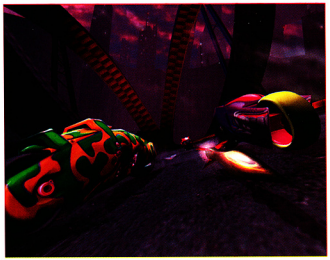
Like a streak of lightning straight across the sky. Like an arrow that's been fired from a bow. Like a mighty cannonball it seems to fly. You'll hear about it everywhere you go. The time will come when everyone will know the name of Extreme G

FIRST IMPRESSIONS

Looks lovely and not entirely unlike the PlayStation's benchmark classic WipEout. So fast. Faster than fast. It's *FAST*



It's early days on lap one – no-one has used their nitros yet



Recognise this? It's from our cover – Mooga taking on Grimace in a race to the line. My money's on Grimace – he's got a spare rocket

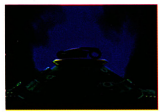
Rev up and rip out is the message here

Curious onlookers observe the high-speed action

Why thank you! I can do this course in 47 seconds as well

The bike in second place tears away with an ion side blast

Third and final lap – if I can avoid Jodrell Bank I'll be okay



Fail to qualify and your bike winds up on the scrap heap

EXTREME G. The final frontier. These are the turbo-charged voyages of eight phenomenally fast bikes. On a five day mission to seek out new lap records and new weapon power-ups. To boldly go where no game reviewer has gone before...

I first saw Extreme G at the Electronic Entertainment Expo (E3) in LA last year and it was already the fastest game I'd ever seen and one of the few that really caught my attention. It's stayed in my mind's eye ever since, although my mates might argue that's because I've been playing it non-stop for days and my retinas have been burnt away by the sexotronic, ultra-sonic technicolour feast glowing in front of me.

It's clear from the off that Extreme G is on the road to glory. The intro sequence, albeit predictably, depicts the bikes tearing around some amazing-looking tracks without the slightest hint of pop-up – the disease that so often infects race games.

In many ways, Extreme G goes head to head with the technically great Mario Kart 64 and more than often comes out on top. For starters, it's the fastest ever racer – easily – on any video game system. Everyone who's seen it says the same thing. And with a nitro, it just gets ridiculous. You've got no choice but to treat the nitro button like a 35 yarder in a game of football. Hit it, hope for the best and pray that nothing gets in the way. Because if anything does get in the way, such as a bend or a corner, there's not a lot you can do about it!

The default control system uses the Z button as the accelerator, which is pretty novel. It gives you a real feeling of proper flooring it. The fire button, nitro (you're given three of them in the time honoured style of SNES Top Gear) and the bonus weapon launcher are all positioned handily – blue, bottom camera button & right camera button respectively. I defy anyone to tell me that there's a more instantly user-friendly default control system on any N64 game so far.

Unlike most N64 games, even the good ones,

Bike To The Future

RAZE
Fixed weapon – Laser cannon
The bike for expert drivers. Its laser cannon is about as powerful as one of those annoying laser pen things that gadget shops sell and nimrods that buy them shine in your eyes. Raze is difficult to handle because of its light weight, it has a wicked top speed and if you can avoid any buffeting from the other drivers you'll be away

RANA
Fixed weapon – Pulse cannon
Rana has similar specifications to Raze, although it has marginally better acceleration and is equally capable of astonishing top speeds. Its handling and weapon potential, however, are poor, so it's a case of avoiding all obstacles and concentrating on skilful driving for victory

KHAN
Fixed weapon – Excel cannon
A decent all-rounder, Khan's perfectly suited to green behind the gills beginners. A good shield means you can crash into the sides and into your opponents at will without suffering too much. Khan's blessed with extremely nippy acceleration, but a far from spectacular top speed

GRIMACE
Fixed weapon – Laser cannon
Falling into the same category as Khan, Grimace's weapons aren't up to much, but its acceleration proves useful on winding tracks where it can re-gain speed when coming out of corners. It's armour can withstand plenty of buffeting as well

MOOGA
Fixed weapon – Pulse cannon
A bike that looks awesome, but is actually pretty ordinary. Like a Harley Davidson with a scooter engine, it's as tough as they come when things cut up rough and handles beautifully. Acceleration, however, is nothing to write home about

JOLT
Fixed weapon – Excel cannon
One for the purist, this is my current favourite. Weapons, handling and shield are all at best average, but the top speed is treat. Real winners choose this bike, as to take the chequered flag riding this one requires top driving expertise rather than reliance on brute force and weapons

MAIM
Fixed weapon – Laser Cannon
A big, bad, brawler of a bike with handy acceleration to get out of tight spots when necessary. The top speed's less than spectacular, but Maim's arsenal and general roughness makes it one of the more frustrating opponents. A good bike for a destructive driver

APOLLYON
Fixed weapon – Cannon Pulse
Similar to Maim in many ways, its handling is marginally worse, but its shield is slightly stronger. It's a little faster than Maim at full whack so it's definitely one for the sneaky gun slinger. A hit and run vehicle if ever there was one

tons of attention and imagination has gone into the design of the scenarios, landscapes, tracks and bikes. The way the bikes rotate above a rippling shadow, with spotlights highlighting their liveries in the selection screen in front of an-ever changing lava lamp-like backdrop is presentation at its finest.

Moving from the selection screens into the game – sticking with the straightforward racing option for now – weapons aren't as dominant as they are in Mario Kart, a game which has been tarnished by over-reliance on weapon use, with the weapon drops being so easy to drive over virtually eliminating any skill element. Extreme G, in the racing options, retains a nice balance of driving and weapon use. Firing off a weapon has to be well-timed for it to reach its intended target and if you do hit, you need to swerve out of the way of the prone vehicle in front in order to gain a place. Often, you'll be going far too fast to steer over a power-up so it can be wise to hold on to your bonus so long as you're in control, only using it if you have a 'mare and someone whizzes past.

Launching something just as you go into a turn, for example, can have disastrous consequences. Similarly, nitros need to be cherished as you've only got three. Use 'em all and that's your lot.

Extreme G has many sub-games, some of which are more valid than the others. The Extreme Contest, for example, is you versus the rest, or you versus another human opponent versus the rest, split screen. Where Extreme G stands up as a multi-player game is in its non-sacrifice of speed i.e. even in four player it's still Schumacher speed. It's not all roses, however! The four player Battle Arena could quite easily have been left out without devaluing the cart as a whole.

In the Battle Arena, it's possible to drive around without much idea of what's going on for a good ten minutes. Having the quickest vehicle ever seen on screen isn't any advantage whatsoever when you're in a stalk-to-kill situation against three other like-engined two-wheelers.

Acclaim has valiantly tried to emulate the features of Mario kart and succeeded in the majority of cases, but the four player Battle Arena

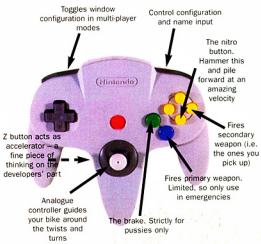
Now it's time for some real racing. Critical meltdown

The top line shows the gap's beginning to widen

Review

Extreme G

A mis-match if ever there was one. Only the second lap and already the bike at the top of the screen has built up a commanding lead


Toggles window configuration in multi-player modes
Control configuration and name input
The nitro button. Hammer this and pile forward at an amazing velocity
Fires secondary weapon (i.e. the ones you pick up)
Z button acts as accelerator – a fine piece of thinking on the developers' part
Fires primary weapon. Limited, so only use in emergencies
Analogue controller guides your bike around the twists and turns
The brake. Strictly for pussies only

Maim failing to get to grips with the powerslide

They're on the grid and they're looking hot

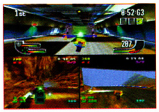
It's nip and tuck, although Mooga's got a spare nitro

Grimace has the bit between his teeth, but he's well behind Raze

In the lead albeit with a very poor split time

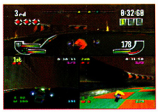
Raze takes on Rana and primes his proximity mine

Now that's what I call fast. 211 mph and rising



See how the player at the top has the advantage in 3-player

Jolt, Mooga and Apollyon battle it out. Check that speed, man



The field's strung out again and bizarrely Khan's in last

didn't need inclusion. It doesn't spoil the game, however, and if anything the two player Battle Arena option is reminiscent of the classic Twisted Metal (one of the few PlayStation games that has stood the test of time) so it's not all that bad!

Staying in Gripesville, Tennessee, don't worry folks, I'll soon be getting the next bike outta here, if you select any sort of three player contest player one has a distinct advantage. Why? Because he gets the top half of the screen and his opponents get a quarter each. It would have been better if everyone was given a quarter, with one blacked out, or alternatively throwing a CPU bike into the fray. Ah, there's my bike. See you later, Gripesville.

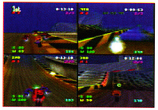
You see, no game is perfect no matter how hard it tries but, minor gripes aside, Extreme G is certainly getting there. The flag game and shoot'em-up options are slight variations on a theme, with the objects being to steer through transparent flags and to score as many hit points as possible respectively. What sets Extreme G apart from its competitors, however, is not only the sensational speed but the intricacies of the courses with their short cuts, loop-the-loops, tunnels and jumps, the interaction with the environments and the sheer diversity of the weapons available.

It's possible, for example, to get a head of steam and actually hammer past your rivals while driving along the side of a tunnel, speed cycling style. This makes it especially difficult for the rider in front to cynically block you. One missile shoots out of the back of your bike, the homing missile picks out the nearest bike ahead and the invulnerability shield gives you licence to do what you like for a limited period. Races, therefore, are almost as much of a tactical battle as they are a test of driving but never do they descend into farce and that is Extreme G's ultimate USP.

It's a game for dedicated gamers. It's instant inasmuch as if the over-hectic pace doesn't immediately draw you in, nothing will, but your success relies entirely on pure skill, and a lot of it. Not a game for the casual buyer, Extreme G is for extreme gamers everywhere and that's how all N64 games should be ●

The sensation of speed hammering through tunnels is top

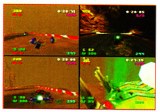
In the lead and power-ups ahoy! Can't beat it



It's a close run thing here, but I'll no doubt hang on for victory

The triangle on the right warns of an impending overtaking attempt

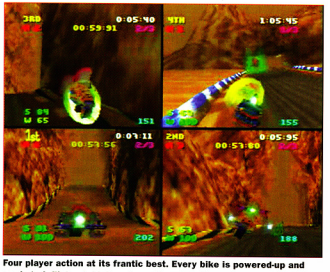
The yellow arrow gives you a vague warning of bends ahead



Strung out big time as fourth place lumbers through the tunnel

There I go, dramatically disappearing into the sunset

The 'F' is the icon to pick up for a flame exhaust



Four player action at its frantic best. Every bike is powered-up and ready to inflict untold damage on the other three

N64 Score

STAMP OF APPROVAL

EVERYONE WHO'S SEEN me struggling to get to grips with Extreme G over the last few days has looked on in wonderment, gasped and, after getting their breath back, uttered a phrase which rhymes with 'clucking bell', followed by 'it's fast.' What an understatement. It's tantamount to saying Hitler was slightly right of centre. Or Chubby Brown is a little coarse. Or that Tiger Woods isn't a bad golfer. For his age. You get the idea. None of us has seen a more rapid racer. Acclaim has set out to follow up Turok: Dinosaur Hunter with an even more stunning release. And, for my money, the firm that's made killing dinosaurs fashionable should make another killing here. It's the first game that really deserves the video game magazine cliche 'aurally and visually stunning'. If speed kills, then Extreme G might just have to be locked away for life. *ALEX*

- ***NOELY*** **I'm a massive fan of Mario Kart, but I have to concede that Extreme G is in the same league and I didn't think I'd be saying that so early in the N64's life span**
- ***STEVE*** **I'm not convinced about the four player battle arena mode, but that's not why you'd buy the game in the first place. A winner in every other department**
- ***MARK*** **Certainly well fast that's for sure and equally excellent in single player and head-to-head modes. The best race game on the N64 so far**
- ***READER REVIEW*** **Absolutely wicked, and that's not just because I hammered Alex the first few times I played. A credit to the N64**

DARREN BREWER, MANCHESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

91%

Feedback: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email address:** alexl@idg.co.uk or stevenm@idg.co.uk

● **GAME** MRC ● **PUBLISHER** Ocean ● **CONTACT** 0161 827 8000 ● **GENRE** Racing ● **RELEASE DATE** November

Multi Racing Champio

Better known as MRC, Ocean's N64 debut is surprisingly

The first Ridge Racer style game to appear on the N64, Ocean's sought after MRC should do for this machine what Namco's game did for the PlayStation

FIRST IMPRESSIONS

Far from impressive so far, but seems like good fun. A very traditional style race game, which is no bad thing, but hopefully there'll be some original features later on though

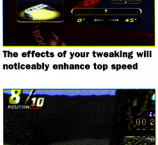
You know a game looks fine when game graphics form the intro

MRC seems to run a bit quicker if you switch to the in-car view

It's possible to get a good jump off the starting line, but if you rev too hard you'll wheelspin for a few seconds and be left well behind

Tuning the car turns out to be surprisingly engrossing

The effects of your tweaking will noticeably enhance top speed



And the effects will be more than noticeable in your lap times

Well? Is it as good as those that inferior machines can offer at the moment? Well, yes and no. Take Rage Racer as an example. I'd choose MRC over that any day of the week. But offer me a choice between Total Drivin' and MRC and it'd become a much more difficult decision. Look at it this way, most developers are still trying to get to grips with the machine and how to program on it. If they can get something this good out of a first generation title, imagine what we're going to be playing a year, 18 months down the line. Staggering.

But we're not that far down the track yet so we'll have to make do with this. Not that that' a hard thing to do because MRC is great fun to play. Taking the best traditions of Sega Rally and merging them with the on road style of the Ridge Racer series MRC manages to mould itself into some sort of hybrid of the two.

The game gives you choices as to how you want to race while you're actually moving. Each track has a number of different routes you can take through it through a series of forks in the track. Go one way and it may be a longer route on which you can put your foot down, go the other and it may be a winding, twisty little dirt track that you'll need to take slowly. Decisions making like this gives MRC an edge over most racers I've played recently. For instance, I'd personally take the longer route every time because I prefer to stay on the more traditional road surfaces, but you can shave off some serious seconds on your lap time if you take the slower (in terms of speed) route with the right car and the right car setup.

This is also the first game where I've ever taken an interest in the whole car setup idea. I know nothing about how cars work and in the past have always found this to be a daunting task, and therefore have completely ignored it. But in MRC you can make a noticeable difference to the speed and handling of the car. I found myself quite happily playing the Free Run game option (allowing you just to race around the track to your heart's content) and tweaking things such as the gear ratios constantly to try and achieve a lap time that split second faster than my last.

One little moan. The game is Rumble Pak compatible, and it has to be said this adds a lot to the feeling of the game, but it does make it difficult if you want to save your lap times and successes (which is essential if you want to unlock the extra tracks and cars). One way around this is to plug your memory card into a second controller because the game allows you to save in this way. I suppose really this is more a complaint against the Rumble Pak than MRC particularly, but it's just because this is the first occasion where the flaw has been drawn to our attention. Apparently Datel are about to produce a Rumble Pak with a built in memory card so that hould sort out this problem anyway.

A bigger flaw though is one that's discovered through a bit of trial and error. It's possible to configure one of the cars so that it hardly ever skids, even on snow, and has a respectable top speed. If you find out which one it is it completely ruins the game because it immediately becomes ludicrously easy to complete the entire game, extra tracks as well. I won't spoil it for you by telling you which car it is and what the setup should be just yet, but keep watching our tips section over the next couple of issues if you want to find out.

● NO. OF PLAYERS 1-2 ● PRICE £54.99 ● SECRETS Yes

nship

good

Must admit I marginally prefer this view, but there's little in it

MRC doesn't look stunning, but it is good fun to play

There are six courses, but only three are accesible initially

The Rumble Pak kicks in whenever you leave the tarmac

Cutting corners doesn't save time, it merely slows you down

Apart from that though this is a good, solid racing game with plenty of options that should keep you busy for a good while, even after you've completed it. In some ways it reminds of the classic Outrun. I'm not sure whether that's a good thing or not seeing as that game's donkeys years old, but when you think that that game's heralded as classic to this day it hardly put MRC in bad company.

That's the thing about this game though. While it's far from spectacular it does what it does well. You feel as if the programmers have looked at all the successful racing games from a long period of years and sucked out the essence of what makes such a game so enjoyable.

Okay there are little things you could complain about - Noely for example whined on about some of the crashes being unrealistic but this doesn't bother me, there are only six tracks which is perhaps too few, and the game hardly pushes the hardware to its limits but who cares? The game's fun to play and that's what it should be all about at the end of the day.

Obviously there will be better traditional style racing games appearing over the next few months (and in this I don't include the likes of WaveRace and Extreme G), and I'm sure many of them will be better than MRC and better examples of what the N64 can do. But for the time being this is the best of its type, and for that reason, if you're looking for a decent car based game it's your only realistic option. ●

The snowy surface is perhaps the most fun to race on

If you get chance try and check out the top backgrounds

N64 Score:

WHILE IT'S certainly a good enough game in its own right it's probably best not to get carried away because you know that better things are just around the corner. MRC has too many flaws to ever be considered by anyone for classic status, and the lack of original features that hampers most racing games is most certainly present and correct here. Having said all that though I must say I enjoyed playing it immensely. The inclusion of Rumble Pak support gives the game a unique feel and it's fast, solid racing fun all the way. There are only six courses but unless you're prepared to put some thought into the car setup it'll take you a decent length of time to work your way through them all. There are plenty of hidden options too so for a while at least it always seems to be throwing up something new. Good, but should have been much better. *STEVE*

● ***NOELY*** **If you loved Sega Rally or V-Rally then MRC will not steal your heart but as a brief fling rather than a deep meaningful relationship its great fun while it lasts.**

● ***MARK*** **This is a highly enjoyable little racer and a hell of a lot better than F1 Pole Position. It a shame that there aren't more courses though.**

● ***ALEX*** **The two-player option's a disappointment as a lot of detail is lost. The only fault I can find with the single player game, however, is there's too few tracks**

● ***READER REVIEW*** **This would definitely be more at home on a PlayStation than a mega powerful N64! Sorry Ocean, I certainly won't be buying this one!**
Darren Brewer, Manchester

GRAPHICS 80%

GAMEPLAY 80%

SOUND 80%

LASTABILITY 80%

80%

Feedback: 64 Pro, Freepost, IDG Media, Media House, Macclesfield SK10 4NP **Email address:** alex@idg.co.uk or stevemc@idg.co.uk

● **GAME** NBA Hangtime ● **PUBLISHER** GT ● **CONTACT** 0171 258 3791 ● **GENRE** Sports ● **RELEASE DATE** Out now

NBA Hangtime

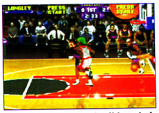
Is it the shoes?

Well, if the dated style of NBA Hangtime is anything to go by all the players must be hammering around the court sporting a snazzy pair of Dunlop Green Flash...

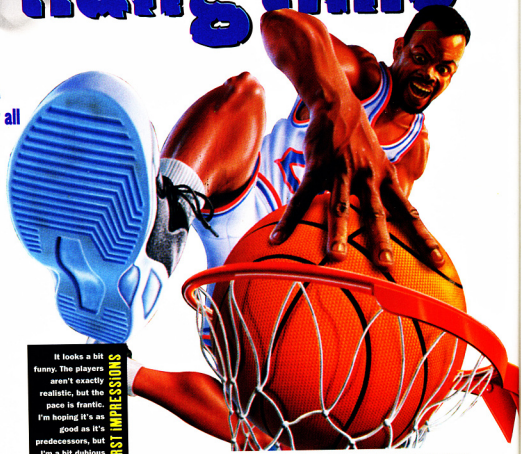
Winning the one on one battles is a vital skill to be learned

Get round the back of the defender and it's wide open

Get in close, turbo to the basket and slam in a dunk



Dennis Rodman, NBA wildman's is present and correct. Hair and all



It looks a bit funny. The players aren't exactly realistic, but the pace is frantic. I'm hoping it's as good as it's predecessors, but I'm a bit dubious to be honest

FIRST IMPRESSIONS

If you're looking for 64bit then forget Midway's NBA Hangtime. At a push, this is a game that could easily have appeared on the Super Nintendo and that's a fact that will make up the minds of, I'd say, the vast majority of N64 owners. You're just not going to buy it are you? At least, not unless you scratch beneath the surface.

This is a perfect conversion of the arcade progression of the classic NBA Jam series, whose fanatical fans have poured millions of 50p's, quarters, yen, whatever through the slots of machines the world over for a good few years now.

In much the same way that Street Fighter has lived off a feeding frenzy despite making little more than minor tweaks to the previous version, each new version has been met with near hysteria, even though NBA Jam has never really come on the way it could have. But in a similar parallel to the legendary fighting game that's mainly because it hasn't had to! Every once in a while a game comes along that is so perfect in terms of gameplay that it can stand a good few different editions (versions is perhaps an overstatement) before people start to tire of it.

Hangtime then. Well, as I said in my First Impression, the first thing that will probably hit you is that there's something about the players that's not quite right. But then, that was probably always the case with these games, it's just that the players are now much, much bigger than they were previously so it's probably more noticeable. Still, it loses marks off the overall score because of it anyway.

The NBA Jam series has always been about gameplay first and foremost, and Hangtime employs the exact same policy. Fast and furious two on two basketball action, with added violence and some truly spectacular play. But be warned, it won't feel that way at first, even to Jam veterans.

You'll get a lot more out of the game if you sit down and work out the best controller button set up, because this is something that caused me real problems at first. Strange really. There's a multitude of buttons on the N64's controller, and this game only uses three of them, but I found it incredibly difficult to find a setup that was suitable. This is because you need to use two of the three at the same time on many occasions, and the initial configuration of the Down and Left camera buttons to pass and shoot, and the B button for turbo just seemed unwieldy to me. Maybe if you've got a particularly flat right thumb, or one the shape of a tablespoon you'll be okay, but normal digited players will more than likely struggle.

Heads up!

Fed up of those boring looking digitised basketball player faces? Fancy livening things up a bit? Well the create player option gives you the chance to give your star a new look. Anything goes when it comes to choosing a head in NBA Hangtime, from wolves to chickens, even to Santa Claus! Take a look at this rogue's gallery if you don't believe me...

A quick break up the middle leads to a score more often than not

Some of the dunks in Hangtime really are spectacular

Defence wins games. Get that right and you won't go far wrong

One pass is often enough to open up the court for a score

Vancouver are off to a flyer, but there's plenty of time yet!

Stealing the ball is something that needs to be mastered quickly because if you can shut out your opponent for a while you're sorted

Score three times in a row with the same player and he's 'on fire'

Pass the ball to the bloke with the green hair! He's ream

Want to know how I overcame it? Well I'm telling you anyway but I won't be offended if you skip on to the next paragraph, I should be done by then. In the end I settled on using the Z trigger for my turbo, and the A and B buttons for pass and shoot. Seems logical to me, and indeed works like a charm. Can't for the life of me work out why the one that was chosen was thought to be the best though. Programmers eh?

Once you've overcome that problem everything starts to slot nicely back into place. It's pretty much as you were on the gameplay front, with the odd minor tweak throwing a spanner in the works on occasion, but only because you're not used to them. Each and every change is a change for the better. For the record, two teams of two take to the court for a four quarter game. The teams are made up from all the NBA rosters and most of the players are in there, with accurate stats and attributes based on their skills in real life. I say most of the players because, with America being what it is, some of the more commercially marketable players have negotiated their own licensing deals with other companies and don't come under the NBA license that Midway bought the rights to. So don't expect to see players like Michael Jordan, Charles Barkley and Shaquille O'Neill in there, because it just won't happen (although Rodman fans can relax, he's faithfully recreated, hair and everything!)

You'll be pulling off spectacular moves in no time with these guys, and I mean spectacular! Alley-oops (point scoring passes that allow an already airborne player to jam the ball into the basket), somersault dunks, and double dunks are all quickly attainable. As are head fakes, fading shots, and dribbling manoeuvres which complete the flexibility and thoroughness of the controls on offense. And defensive moves like stealing need to be quickly mastered as they are equally (if not more) important and can really turn a game around. It's nice too that defensive players can catch up from behind - using the turbo button - give him a crack, and send the attacker sprawling, hopefully losing possession in the process.

As you would expect the game is full of options, and is fully configurable to suit your own particular demands. There are substitutions (though only at half-time), control configurations as previously mentioned, a Tournament Mode which disables power ups and AI assistance, big heads for the players (although quite why is beyond me), tag arrows, a shot clock, difficulty levels, controllable sound effect volumes, and, well, you get the picture.

Try and turn the defender inside out to clear your path

It's Rodman with Longley in the clear! A certain two points!

Review

NBA Hangtime

To do a dunk you need to turbo right in under the basket

As soon as the ball's back in play turbo in and try to steal

Make sure that both you and your team mate don't go for the same player, leaving his partner with a free run

Like that in fact. You've conceded two now, no doubt about it

Here he goes. About to 'jam it in' and make you pay for your error

And what's more he's going to rub it in with a super dunk!

The most interesting option though is the chance to create your very own player and use him in the game. You get to define absolutely everything from his head - and there are some pretty scarey heads in there to choose from too - to uniform style and hair colour, skin colour and play attributes. How good a player he is is down to how well you allocate the points you're allowed to give each attribute from an initial pool. The number is very limited at the beginning, but success within the game earns you more points, and as you progress these can also be allocated to make your player that little bit quicker or a more accurate shooter from the three point zone, and so on. This really draws you into the game, and gives it decent lasting appeal, something which most basketball games seem to be lacking in.

However, at the end of the day it's still only essentially the same game it was three or four years ago. It's hardly moved on at all from its 16Bit origins, makes absolutely no use of the N64's power whatsoever and will therefore be shunned by many who like their games to live on the cutting edge. And the mark has suffered accordingly. I must stress though that if you can see beyond the technical specs, and past the dated look, NBA Hangtime is one of the most enjoyable N64 game's I've played yet, and you're going to have to take both those previous statements into account before making a buying decision ●

N64 Score

TRICKY ONE TO mark this because as a game it's great fun, one of the best I've played so far I might add. As an N64 game though it's lacking a little in some vital areas. It really doesn't look the part for instance. Ropey graphics and Nintendo just shouldn't go hand in hand these days, and neither should rehashed versions of ageing games that have little to offer other than the odd gameplay tweak here, and the odd player name change there. However, there aren't exactly loads of basketball games in the pipeline, and if you really want one then I'd recommend that you give this some serious consideration. I'm going to have to give it a lowish score though and hope you read the full review before making up your minds. Perhaps not for everyone, but definitely a game that no self respecting NBA Jam fan should be without I'd say. *STEVE*

● ***ALEX*** **I was never a big fan of the (previously titled) NBA Jam series, although I had to begrudgingly admit that I pseudo enjoyed playing it. The same applies to this one**

● ***NOELY*** **If you are a fan of basketball games and enjoyed the original NBA Jam then this is worth a brief look, but most will quickly tire of what is essentially a SNES rehash**

● ***MARK*** **Im not a fan of basketball and this game hasn't changed my mind. Its a simple game that's fun but a bit too basic for my liking**

● ***READER REVIEW*** **The NBA Jam games were the best sports games ever, and it's a real treat to be able to play this new 64Bit edition on my N64**
ANDREW NICHOLL, WALSALL

GRAPHICS

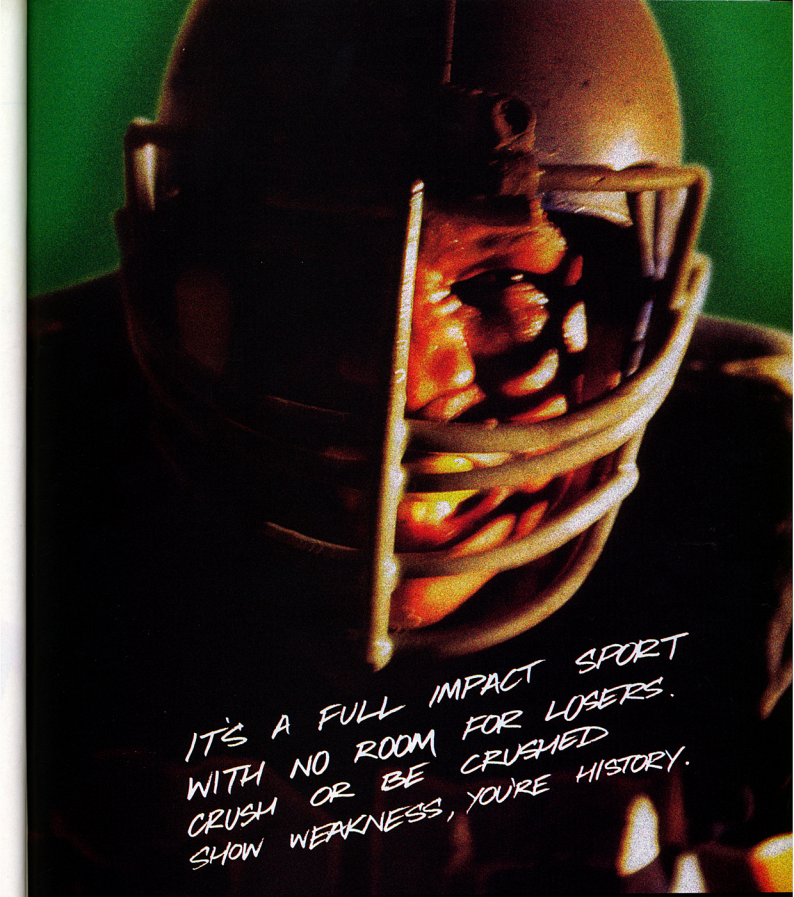
GAMEPLAY

SOUND

LASTABILITY

70%

Feedback: 64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4NP **Email address:** Alex@idg.co.uk or stevemc@idg.co.uk



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NINTENDO 64

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● **GAME** Goldeneye ● **PUBLISHER** Nintendo ● **CONTACT** 01703 ● **GENRE** 3D action/shoot'em up ● **RELEASE**

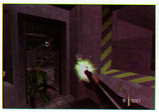
GoldenEye 007

The name's Noel. Paul Noel – Licensed to review GoldenEye

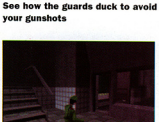
Pay attention Noel, for this mission into hostile enemy territory you will be armed initially with just your PP7 (with silencer). Your training has equipped you for the task providing you can keep your roving eye away from the ladies and your mind firmly on the job.

FIRST IMPRESSIONS

Initial impressions are that this is just another Doom clone. But even half hours play is enough to suggest at GoldenEye's greatness



See how the guards duck to avoid your gunshots



This guy is in for a bit of a shock. Shall I tap him on the shoulder?

It's possible to blow up much of the scenery including crates

I was expecting good if not great things from this doom style Bond inspired game. It's a first person perspective shooter that sees you as a gun toting hero (in this case Bond) as you explore the 18 levels shooting people as you go. No different to Doom, Hexen, Turok and the like then, right? On the contrary Mr Bond. A few hours play later and it's clear that the game is truly something special. I was shaken and visibly stirred to discover that GoldenEye is a rare (no pun intended) example of a film tie-in game actually being as good if not better than the film. A game fit to grace the Nintendo 64 and arguably the best single player first person perspective shooter ever. But let me tell you why.

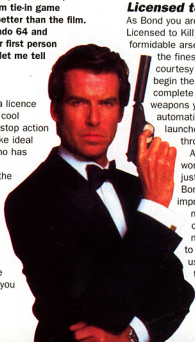
A Licence to Thrill

The beauty of having Bond as a licence is that not only is 007 a super cool character but the hi-paced non-stop action plots of most Bond movies make ideal material for a game. Anyone who has seen the film will be extremely impressed by just how closely the game follows the latest Bond movie. All the major characters and all the most memorable scenes from the movie are here. The bunjee jump scene? It's in there. The meeting with 006 aka Sean Bean? You bet. The Tank Chase through crowded streets? I kid you not it's all in there.

But what's so impressive in GoldenEye is the way all these scenes and characters are so brilliantly implemented. While Shadows of the Empire is a confused hotch potch of game genres barely held together under the Star Wars banner, GoldenEye however sticks to the one gaming style and seamlessly weaves it together with a great film plot. This rather than constraining the game helps to involve you in the action as well as adding variation to the missions.

Licensed to Kill

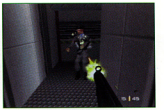
As Bond you are a 00 Agent (and therefore Licensed to Kill) and so are trained to use a formidable arsenal of weapons as well as some of the finest gadgets anyone could wish for, courtesy of the irrepressible Q. Though you begin the game with only your trusty PP7 complete with silencer, among the other weapons you can collect are revolvers, automatics, grenades and grenade launchers, rocket launchers and even throwing knives.



And because, as every good Agent worth his salt knows, you can't get by just killing everything that moves, Bond is regularly equipped with some impressive hi-tech gadgetry to aid his missions. These range from a mini covert camera, to a laser watch, a magnetic watch, and a key analyzer to name but a few. Not only do the use of these gadgets help to drive the games plot but they also add a touch of variety by providing the

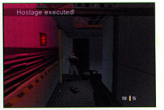
Up close the enemies look extremely detailed if occasionally a little blocky. Anyway this guy's dead meat

A quick burst of fire should stop this guy in his tracks

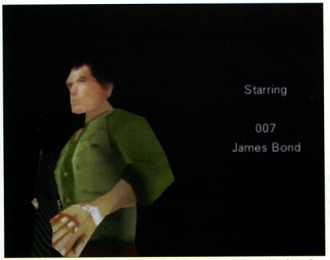


...failing that, another 12 rounds should finish him off

The beauty of a tank is you're never stuck for a parking space



It's probably a good idea to avoid this happening very often

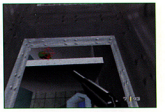


The game opens like a film by introducing the cast list, beginning of course with you Bond. James Bond.

What's this a tank? And guess what, the owner has left the keys

Once inside the tank it's time for some destructive fun

The start of this level sees you in a ventilation shaft as in the film



If my aim is good I can shoot this guard before he even sees me

occasional break from mass slaughter of enemies.

Now I've Got You in My Sights

While GoldenEye is firmly in the Doom style genre of games the attention to detail that's been paid to the enemies and the way that they die lends more than a little to Virtua Cop.

When you shoot an enemy depending on where your bullet impacts they will react differently. So if you hit an arm or leg they'll clutch the relevant limb while a more lethal head or heart shot may kill them instantly.

The great thing about this is that although the game has an auto aim facility there's also a manually controlled aim which is operated by pressing one of the shoulder buttons. This allows you to zoom in on an enemy and pick your spot more precisely. It is a feature that's been borrowed from MDK and been taken on that bit further. It works to different extents depending on the range of the gun used (from short range revolvers to the long range Sniper Rifle). Once you get used to this zoom you can have great fun picking your opponents off from a distance using sniper tactics before they ever even know that you're there.

However very often the luxury of sniping from a distance will be denied you as even on the easiest setting GoldenEye barrages you with foes. The enemies come at you thick and fast. It's not uncommon to find yourself beset by massed ranks of opponents and the action can get really intense as you pump literally dozens of bullets into their bodies in an attempt to sink your foes.

The attention to detail that's been lavished on the baddies and their death throes is quite astonishing. Sometimes the enemies will just keel over, at others they'll spin backwards, or sink to their knees before toppling forwards, or roll down stairs. There are so many different animations that half way through the games 18 levels you'll still be seeing new death routines.

It's not all mindless killing though. Each level of GoldenEye gives you certain primary objectives which must be achieved for successful completion of the level. So for example your sole objective ▶

As each level opens you catch a glimpse of yourself as Bond

An enemy recoils clutching his wounded arm in pain

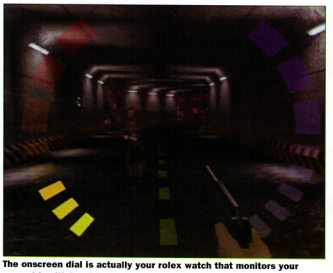
GoldenEye 007

As one enemy sinks to his knees his friend rushes to attack

Shoot people on stairs and they'll topple down the stairs

It's no use running. There's no escape from 007

Look it's no use begging. You shot at me so now you pay

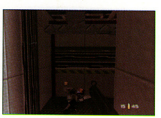


The onscreen dial is actually your rolex watch that monitors your current health level (left). As you can see you're not too healthy

Up close the graphics are detailed and as impressive as ever. Check out the blood stain on this guy's chest and the flying spent cartridge

The names Bond. James Bond - Martini drinker and sharpshooter

Check out how you can shoot the scenery and leave bulletholes



Another one bites the dust. And another one down....

▶ in the first level is to bunjee jump from the dam. These objectives again are a break from simply shooting everything that moves and quite cleverly add to your involvement within the game. The game has three levels of difficulty and cleverly the mission objectives become more taxing as you up the difficulty thus making your task that much harder.

This ensures the games longevity because as soon as you've completed the game on the easiest difficulty setting which in itself should take you days, you'll be itching to tackle the two harder settings whereupon you must complete more objectives and tackle tougher more accurate opposition.

Another brilliant thing about GoldenEye (there are so many) is the way the cheats have been integrated. Gone is the standard "Press A, B, R, Z trigger while standing on your head" type cheat code. Instead each level has a target completion time. Complete the level on the specified difficulty level within an allocated time and you gain access to a particular cheat. The beauty of such a system is that it encourages you to play the game and in doing so hone your playing skills (now there's a novel idea) thus they are in essence rewards rather than cheats

GoldenEye I've Found His Weakness

You may have gathered by now that I absolutely love this game. However that's not to say that it's without its faults.

One of the first niggles I had with GoldenEye is that even when pushed fully forward Bond doesn't run. It's more of a casual plod (a limping John Barnes like "I've got all the time in the world" saunter). Initially this seems restrictive but after a few levels you get used to the pace and it's no longer a real problem. Similarly the lack of a jump button seems conspicuous by it's abscence and though you get used to it the multiplayer games would have benefitted from the ability to jump. However at least this means GoldenEye doesn't resort to ridiculous obstacle course like jumping sections as in Turok to spin out the action.

Another niggle is that at the beginning of each mission you have most if not all of your weapons taken off you. It's clear why this has been done. To even up the odds and stop you breezing through the game. Nevertheless it is frustrating and I had to really stop myself from sulking after constantly having my nice shiny new rocket launcher or whatever confiscated between each mission.

Enough Already

But enough about GoldenEye's faults or should I say tiny blemishes because GoldenEye is the only game in the last 6 months that has grabbed hold of me by the scruff of the neck and simply demanded to be played.

Once you've completed the game on the easy setting there's weeks of longevity in replaying the missions on the tougher difficuly settings, attempting to beat the objective times and uncover all the cheats. However to top it all there's a, multiplayer game in there that whilst it may not have the complexity of Quake over a network is just about the most fun multiplayer game there is. It's even on a par with four player Mario Kart.

I'm beginning to run out of space and have still not even begun to sum up the brilliance of this

It's possible to use scenery such as crates to hide behind

This is the train level. Another ingenious level of GoldenEye

I've just shot the crate hoping that the explosion kills this guy

As each level begins the camera swoops across the level

game. If Turok was the landmark Doom style game on the N64 (and it was) then GoldenEye has well and truly stolen its thunder. Where Turok resorted to masses of fogging to disguise any pop up, GoldenEye has none and still remains a pop up free zone. Turok had too few opponents and an over reliance on jumping, GoldenEye has stacks of opponents and not a jump in sight. Turok had your typical storyline and a standard game structure involving collecting keys, health, weapons. GoldenEye has a superb storyline which leads to varied and engrossing gameplay. Turok was a very good game on the N64.

GoldenEye is a truly awesome game and one of the finest games for the N64. Aside from Nintendo themselves Rare are rapidly becoming the No.1 developers for the N64. GoldenEye is another first class release from them, a true classic that I cannot recommend too highly.●

N64 Score

STAMP OF APPROVAL

A BRILLIANT **Vodka & Martini mix of top class doom style action, with a superb film inspired storyline and some brilliant splashes of invention from the Rare team are what make GoldenEye on the N64 a truly wonderful cocktail. Great graphics, a superb score, fine attention to detail and a tremendously fun multiplayer game are merely the umbrella and cherries on a truly wonderful cocktail that's been carefully stirred by Rare rather than crudely shaken. GoldenEye is a stunning tribute to the Bond series. It's the best single player Doom style game I've played and one of the best games for the N64 managing to keep me up into the small hours for nights on end. Playing the game is like watching the film only better because you can take part. In short Bond is the bollocks. Go and buy it immediately and that 007 is an order.**
NOELY

● ***STEVE*** **Can't argue with the main comment at all, except for perhaps the over stretched cocktail analogy. Who needs Doom when you've got Goldeneye?**

● ***MARK*** **This is a top game that puts Doom and all the other 3D shooters in the shade. The graphics are truly superb and the gameplay is top-notch. Buy it!**

● ***ALEX*** **A 3D search and destroy shoot'em-up that's got more depth to it than you'd believe a game that is tied to following a film's plot so closely could possibly have**

● ***READER REVIEW*** **I never thought much of the film to be honest but this game is absolutely brilliant. Also the way the cheat system works keeps you coming back for more**
MARCUS WILBOURNE, Manchester

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

94%

● **GAME** FIFA 64 ● **PUBLISHER** EA ● **CONTACT** 01753 549 442 ● **GENRE** Sports ● **RELEASE DATE** Out Now

FIFA 64

FIFA scores on the N64 but unfortunately it's a dodgy own goal

Take the world's finest game (football), give it to some of the world's most respected sports game publishers, EA and Konami, put it on the world's greatest games console and you should have a damn fine footy game either way you look at it right? Well you should...

FIRST IMPRESSIONS

My first impression was that this is a lazy rushed conversion of a 32 bit game and prolonged playingtesting (if you can endure playing it for long enough) proves this initial reaction to be spot on

State of the art 64 bit title or 3DO port? You decide

It's the war of the roses as Man U take on Leeds United

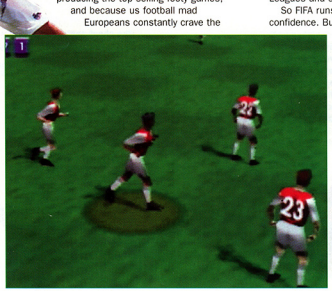
Here at N64 Pro we're all footy mad (in fact it's almost a job requirement) so we're perfectly qualified to say exactly what we all look for in a decent footy game. The Pro Panel agree that the two football games reviewed here FIFA 64 and ISS 64 are examples of how to make a botch job and how to produce a classic sports game respectively. So I'm gonna don my Alan Hansen pundit cap and tell you which game is Premiership material and which is already a relegation candidate.

One of the biggest selling Playstation games last Christmas was FIFA 96. Why? Was it because it was the best footy game around at that time? Was it because it is a stunning representation of our beautiful game? Answer, no. Never mind that the game was rot. It sold by the bucketload because quite simply it is FIFA and that FIFA brand represents a track record and history of producing the top selling footy games, and because us football mad Europeans constantly crave the football game to beat all other footy games.

The fact was though that FIFA was not such a game and nor is its incarnation on the N64. The biggest problem I have with the FIFA series is that they never seem to progress. Okay so there's the odd tweak here and the occasional tinker there but in general there's little here to distinguish this FIFA 64 game from the first decent looking but average playing FIFA I saw on the 3DO many many moons ago.

Option wise FIFA 64 doesn't disappoint. You can choose from over 150 international teams and from five regional leagues so there's plenty of squads to choose from. The games got the official endorsement thus all the teams are accurate. There are five playing styles (All Out Attack, Attack, Normal, Defend, All Out Defend), plus EA's usual array of camera angles (though most are unplayable), formation selection screen, substitutions, weather conditions, playing time and the rest. You can also play in Tournaments or Leagues and save results to a memory card.

So FIFA runs out of the tunnel then full of confidence. But no sooner does it enter the



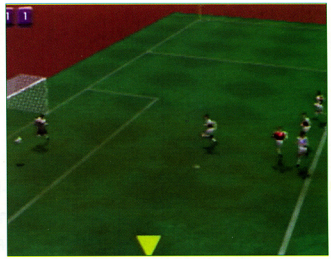
Up close the players look better but they're still no match for those in ISS 64. They all look the bloody same for god's sake

Another Arsenal move breaks down. Boring boring Arsenal

An aerial tussle ensues in the midst of a packed midfield

Choose between Complex (fiddly) or Simple (unresponsive) controls

Theres no such thing as an England v Germany friendly



He breaks the offside trap and then unleashes a shot headed for just inside the post

The FIFA players emerge but they're headed for an early bath

The various camera views show off the various stadiums

stadium than its shortcomings become all too apparent. It's soon obvious that FIFA 64 is in for a right good hiding. ISS 64 is a class above and in a one-on-one match FIFA's goalie is likely to be picking the ball out of his net an awful lot.

The graphics in FIFA are small (as ever) but they lack detail. As in ISS 64 they are made up of polygons but while in the Konami game they still look smart close up, in FIFA all the players have less polygons and look ridiculously blocky up close. They look like the cast from the Alone in the Dark games and you half expect them to start fighting zombies and getting caught in door frames.

Animation-wise, close inspection shows that the transition between each players moves is badly done. Also generally it's all just too sluggish. It's as though your players are struggling knee deep through mud. Surely all FIFA's games aren't played on a muddy field on a cold, wet February in Aberdeen?

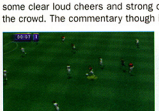
The sound which is usually one of FIFA's strong points is perhaps its greatest asset here, with some clear loud cheers and strong chanting from the crowd. The commentary though is disappointing despite there being three match analysts. All their comments are repetitive and about as interesting as Trevor Brooking commentating on a Wimbledon V Leeds United game.

FIFA's main problem though is that it's all just too slooooooowwwww. The responsiveness of your players is dreadful. Each time you press a button there is a momentary delay before the player responds. In the heat of battle this is frustrating in the extreme. You press the button to change to your nearest player and by the time you've got control of him the play is past you. Or you attempt a pass and before you can complete it your opponent has tackled you. Most frustrating of all is that when you have a shot on goal this doesn't immediately register either, meaning you end up pressing the shoot button numerous times which generally results in you ballooning the ball wide.

One of the criticisms of J-League and to a lesser degree ISS64 is that the keepers were a little poor and susceptible to more than the occasional David James-like cock-up. In FIFA the goalkeepers are just as bad if not worse and slow motion replays frequently show shots that your keeper should easily deal with whizzing through your goalie's hands and into the back of the net. Oh good.

Similarly the control system is all wrong. FIFA allows you two setups – Simple and Complex – but even in the simple one the left C button is used to sprint which makes it difficult to reach and therefore awkward to implement. Add this to the lack of responsiveness I mentioned before and you have a game that simply frustrates as you watch your players run around in a disorganised rabble only vaguely under your control. I mean if I wanted to see a bunch of headless chickens play football I'd go to Maine Road.

Here at N64 Pro we've had a Japanese copy of ISS 64 (J-League Perfect Striker) and one of those converters which require an British game to be plugged in along with the



FIFA 64 though art a 32 bit game dressed in shabby 64 bit garb

Some awful defending by Leeds sees Man U split the defence

Thinking of captions for FIFA 64 is a bit like pulling teeth

The Reds continue to dominate with the lions share of posession

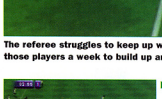
OOh finding interesting things to say about FIFA is impossible...

Oh I sense a promising looking attack

Review:

FIFA 64

The referee struggles to keep up with the play but fear not it'll take those players a week to build up an attack



A particularly nasty two footed lunge from the Arsenal player

▶ import you want to play. We used FIFA 64 as the British game when playing J-League. So you see, FIFA does have its uses after all. An official licence alone does not a great game make. Okay so FIFA's got the official tag and authentic teams and so on but even J-League, with it's incomprehensible commentary and teams that will mean precious little to us westerners, is far more enjoyable to play than this. ●

Tenuous footy game/ footy team analogy

If you were to compare the current football games on the market with actual teams you might come up with this:

FIFA = Liverpool

Both the scouse army and FIFA have a long tradition of success, but just like the Pool FIFA's best days are long behind it with Terry, Barry and Gary having to remember back to the days when curly perms were all the rage to recall Liverpool last picking up a trophy. Likewise I can't remember the last FIFA game that was truly championship material

Actua Soccer (playstation/pc) = Newcastle

The entertainers from Gremlin are a bit like Newcastle under Keegan. Very nice to watch, with beautiful moves and some nice little touches but for all its undoubted flair inconsistency means that the Actua Soccer game is a little up and down. They need a solid back four.

International Superstar Soccer 64 = Man Utd

What can you say about this side and indeed this game? Undisputed champions, and who would bet against anyone overtaking them in the coming season? ISS64 is way ahead in the title race leaving the others to play catch up. Mind you it's a bit young and we all know you don't win anything with kids.

Soccer 97 (playstation/pc) = Sunderland

While Soccer 97 may not look the prettiest looking game, or the most subtle, prompting obvious comparisons between Lex's Rokermen (erm... Stadium of light men) and one of his favourite footy games in Soccer 97 on PSX. Watching a match of the EIDOS footy game is like watching a game of head tennis with the ball rarely on the deck and the action seldom relenting. This explains why Mr Lee likes it so much cos it makes him feel as though he was watching them for real. Entertaining and action packed but certainly not title winners.

N64 Score:

AFTER READING this you might be forgiven for thinking this is one of the worst footy games ever. It's not. It's just that at its worst it's really really dull (we're talking Arsenal under George Graham here) and at its best it's just below average. The game smacks of being rushed onto the machine in order to satisfy N64 owners' thirst for new games and the results are shoddy. The shocking thing is that this version isn't even as good as the excessively hyped but distinctly mediocre FIFA 97 on PSX. Personally I didn't buy a (next generation) N64 to play bland frustrating below par footy games that I could have played on a PlayStation and I'm sure you didn't either. I cannot think of any possible reason why someone should buy this game when they could have the infinitely superior ISS 64.

PAUL NOEL

● ***STEVE*** **It had some merit at first in being the first official footy game released on the N64, but ISS 64 has shown it up for what it is now, and it's nowhere near good enough!**

● ***MARK*** **No way does this look like it's a 64 bit title. It's worse than the PSX version and that sucked. EA need to buck their ideas up this just won't do**

● ***ALEX*** **The FIFA series has been a cow since the 16bit era and this is a case of milking it until the udders bleed. The N64 version proves that licence doesn't maketh game**

● ***READER REVIEW*** **If I bought this and then saw ISS 64 I'd be absolutely horrified. With all their experience EA should be making brilliant footy games. This is far from brilliant**

DOUG MCCOURT, BLACKPOOL

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

38%

Published: 64 Pro, IDG Media, Freeport, Media House, Macclesfield SK10 4NP. Email address: Johnny@idg.co.uk Free phone: 01625 123456

● **GAME** ISS64 ● **PUBLISHER** Konami ● **CONTACT** 01895 853000 ● **GENRE** Sports

International Superstar Soccer 64

Konami's footy game hits the UK and it's better than ever

Konami's J-League Perfect Striker despite incomprehensible commentary and bizarre sounding team names was nigh on perfect. Paul Noel reviews the UK version ISS 64 and reckons the best ever footy game just got better

One International Superstar Soccer 64, there's only one International Superstar Soccer 64... Okay, so it doesn't exactly trip off the tongue but the fact remains that this a unique football game. If the beautiful game of football is God sent, then ISS 64 is God's gift to footy fans. The best guage of a game's pedigree is the length of time it occupies one of the office machines and the fact is that ISS 64 is constantly played even now. FIFA 64 doesn't even get a look in.

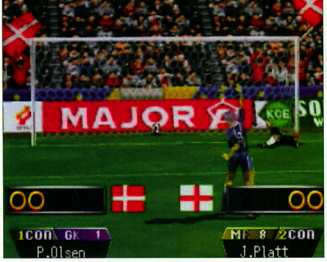
Graphically ISS 64 really catches the eye. It looks brilliant. All the players are generated from 3-D texture mapped polygons. Your players are extremely realistic with highly detailed accurate strips and even muscle tone when viewed up close. Stadiums too are extremely impressive looking and the crowds look realistic until you get really close. This realism also extends to the animation. ISS 64 has some of the most realistic motion captured animations you are likely to see. It is obvious that Konami have put a great deal of time and effort into the motion capture (but then there's barely a part of ISS 64 that hasn't been painstakingly crafted).

In-game, players perform all the usual moves you would expect. Headers, passes, volleys, overhead kicks, and these are perfectly animated. However what's different here is the attention to detail on the animations you wouldn't normally expect. Players remonstrating with the referee, arguing with the opposition, warming up on the sidelines, the goalie waving his players to push upfield or his watching a shot on goal clear the bar and then swinging on the crossbar. There are so many of these little touches that even after weeks of play you'll still be discovering little pieces of animation you haven't seen before These may only be embellishments but they add so much atmosphere to the game.

ISS 64's crowning glory though is the way it plays, because it plays like an absolute dream. The controls for ISS 64 are simple enough for you to just pick up and play, but with practice you'll be performing more complex manoeuvres from the staggering number of moves on offer. The analogue stick allows for a subtlety of movement that wouldn't have been possible in the dark Digital Age before Nintendo's revolutionary controller. Your player can now run or jog at whatever speed you wish allowing subtle changes of pace, as you trot with the ball and then sprint full speed to outpace a defender. The A button is to pass if you're in possession or to tackle if you're defending. The B button is to shoot. The bottom C button is to sprint, left C is a chip shot, the right C a One Two Pass, and the top C is used ▶

ISS 64"s menu gives you as many options as you could want

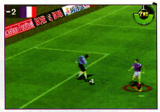
An ideal crossing opportunity for Germany to level the scores



After a parried shot the attacker looks to bury the rebound

The players traipse off the field after a frenetic first half

A potentially damaging situation as Italy are awarded a free kick



The keeper's Aguita impression could end in disaster

● **RELEASE DATE** Out Now ● **NO. OF PLAYERS** 1–4 ● **PRICE** £59.99 ● **SECRETS** Yes

International Superstar Soccer 64

Italy and Germany in a fight for aerial domination

Italy have broken the offside trap just the keeper to beat

Gernany celebrate another 'deserved' goal in the latter stages of the second half

With the last man beaten the attacker whips in a cross

A fine sliding challenge sees Germany emerge with the ball

The defender clears the danger and hoofs the ball clear

As the keeper rushes out try a quick pass and immediate shot

▶ for the brilliantly executed Through Pass.

Unlike any other football game ISS 64 uses a specific button to deliver a Through Pass into space in front of a teammate rather than a standard pass direct to feet. This is such a simple idea that you wonder how nobody else has ever thought of it before. In any case, just be glad that the Konami team did think of it because it's been brilliantly implemented and adds greatly to the game.

If I had to sum up ISS 64's playability in one phrase it would be something along the lines of simple complexity. ***There are so many moves at your disposal, from volleys, overhead kicks, diving headers, headed flick-ons, back heels, dummies, feint shots and so on. But you don't have to be a contortionist to pull off the moves and more importantly they all gel together beautifully making for a more in depth, more realistic, and most importantly more easily playable game than any other footy game I've played.***

The same level of attention in ISS 64 applies to the computer AI which plays intelligently. Computer teams may knock the ball about at the back in a patient build up, charge down the wings or knock balls over the top. The only proviso is that on the lower skill levels some of the keepers are a bit David James like. It's probably a good idea to knock the level up a notch after a while to avoid ridiculously high scoring games due to soft goal syndrome.

As if all this wasn't enough ISS 64 has more customisable options than you could shake a corner flag at. All the standard options are there such as deciding whether to play in a League or Exhibition match Tournament or simply Practice, as well as formation selection, playing style, camera views, game time and so on. There are eight styles of play to choose from 4 offensive (All Out Attack, Attack up the Middle, Attack up the Wings, or Counter Attacking) and 4 defensive (All Out Defend, Push Up, Zonal Defence and Offside Trap). There's even the option to man mark a player should you be particularly concerned about someone on the opposition.

ISS 64 contains 36 international teams and although it isn't an officially endorsed game (FIFA has the licence) the game gives you the option to

Match Summary

● **FIFA 64**		
GRAPHICS	**Blocky drab looking players**	**NIL**
ANIMATION	**Sluggish and lack character**	**NIL**
CONTROL	**Unresponsive controls**	**NIL**
SOUND	**Loud strong cheers and chants but dull commentary**	**1**
GAMEPLAY	**Frustratingly playable and too many cheap goals**	**NIL**
VERDICT	**Going down, going down....**	**REL**
● **International Superstar Soccer 64**		
GRAPHICS	**Varied, detailed and realistic players**	**1**
ANIMATION	**Superb motion capture and tons of animations**	**1**
CONTROL	**Easy to pick up but subtle enough to be difficult to master**	**1**
SOUND	**Good commentary but repetitive**	**1**
GAMEPLAY	**Loads of moves and fantastic depth and realism.**	**1**
VERDICT	**Champione, Champione, Ole, Ole, Ole**	**CHAMPS**

A corner and the italians have packed the German penalty box

Some fancy FMV is used to show some fancy Dutch footwork

Scotland win the toss and elect to toss the caber first

The keeper rushes out to smother a Scotland attack

This move is opening up nicely for a Scotland through pass

In a stunning turn of events the Scots national side score a goal

edit your teams, player names and stats and even their appearance, effectively creating your own teams which can be stored to memory card.

Oh and I almost forgot there's also a rather smart Scenario mode which puts you in a set situation to see if you can pull it around. For example attempting to come from several goals behind, to win a match with only a few minutes left on the clock.

I could go on and on, and I'm sure to have missed some of the games strong points but the fact is that everything that footy fans and casual observers alike could want from a footy game is here and more. Konami have covered just about everything and ISS 64 shows an appreciation and understanding of football that fans should applaud.

Oh and while we're on this subject. Why is it that despite countless attempts (from European game developers) at capturing the spirit of our beautiful game it takes a team of developers from a country that's only been playing football for a few years to come along and produce THE definitive football game? Shame on you all ●

Scotland are 2-0 up in the first half against England and a third goal looks imminent

N64 Score

STAMP OF APPROVAL

THIS GAME has superceded Mario Kart as the most played multiplayer game in the office and we all still love Mario Kart. In buying ISS 64 you can be secure, (smug even) in the knowledge that you currently own the finest football game there is. It looks sounds and more importantly plays like an absolute dream. Compared with the competition it's a whole new ball game. None even come close to being as impressive looking, as realistic, or as playable as this game is. You know how years ago all commercial football team songs were crap and then along came New Order with World in Motion. Well ISS 64 is World in Motion and all the other footy games can fight it out between Spurs are on their Way to Wembley and This Time (More Than Any Other Time).

PAUL NOEL

● ***STEVE*** **Must admit to being sceptical before I played this. I thought it couldn't possibly be as good as everyone says. But it is, and is without doubt the best footy game ever**

● ***MARK*** **The Jap version (J-League Perfect Striker) was smart but this PAL version is better still. The best football game yet? You better believe it**

● ***ALEX*** **The most realistic football video game I've ever played. It does have the odd niggling fault, but overall it's a credit to the console**

● ***READER REVIEW*** **This has even overtaken Mario Kart as my favourite game on my machine. With 2 or 4 players its absolutely excellent and Marathon sessions are common**

MARCUS WILBOURNE, MANCHESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

93%

● **GAME** Blast Corps ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Blasty/Racey/Puzzly thing

Blast Corps

Rare turn from Donkeys to Demolition and the result is a Blast

While many game developers are almost sheep-like in their continued efforts to produce bland games in the same tired old genres it is refreshing to see that some companies have enough invention and creativity to break the mould. Step forward Rare and Blast Corps

A childhood ambition realised. Trashing the Street. Yeah!

A train is just one of the many vehicles to control in Blast Corps

It's a testament to Blast Corps greatness that it can put you in control of a train and you don't feel like an anorak trainspotter

There's little room for error as the missile carrier approaches

This is the Ballista. The only vehicle that allows you missiles

This is the globe from where you choose your level

FOR WANT of a decent intro I'll repeat what I said in my GoldenEye review this same issue. Aside from Nintendo themselves, Rare are fast becoming the No.1 developers for the N64. Their name is rapidly becoming synonymous with quality and inventiveness on the Nintendo 64.

Many companies would be content to release a standard beat'em-up, or driving game or whatever as their first game on the N64. It's a measure of their originality though that Rare has released a game which trashes the staid conventions and genres.

Blast Corps is a unique and inventive game that sees you take control of a team of heavy duty demolition vehicles intent on saving the world by smashing half of it to bits. The Blast Corps, you see, are "leaders in the field of heavy duty demolition through a combination of skill experience and cutting edge technology". The story line is that when a pair of defective nuclear missiles are set on a direct course for a safe site the Blast Corps (kind of like the International Rescue of the Demolition world) are called upon to clear the way for the carrier by demolishing everything in its path.

So the game sees you take control of over a dozen vehicles as you go on a destructive rampage demolishing all buildings in the path of the carrier. All of this is against the clock as it were because the carrier though slow moving is dogged. Fail to remove even a small section of a building from the carriers immediate path and the game is up. The carrier will hit the building causing a nuclear explosion, untold damage on a global scale, not to mention some very red faces back at the office when the Boss asks you what you were playing at.

Initially you'll spend the early stages of the game just familiarising yourself with the various vehicles at your disposal. These range from the Ramdozer (a Bulldozer type vehicle), the Backlash (a dump truck), Skyfall (buggy), three types of Transformer-like robotic suits, a Ballista (futuristic missile firing drag racer), various cars including a Police Car, and even at various points a Train. Every vehicle as you would expect handles markedly differently and each has its strengths and weaknesses. The Ramdozer (a Bulldozer) for example is reasonably destructive but fairly slow. While the Backlash (a huge dump truck) is even more destructive but difficult to control.

On early levels you are eased into the action fairly gently. Just a go or two is usually enough to figure out exactly what needs doing per level. You have a specific vehicle chosen for you and so it's just a case of deciding which buildings are priority what route to take and so on. Consequently you'll soon find yourself skipping through almost half the levels with relative ease. It's not until later on that you are required to do even more puzzle solving, are faced with even tighter time constraints and have to choose wisely which vehicle best suits your predicament and when and where within a mission to switch vehicles.

FIRST IMPRESSIONS

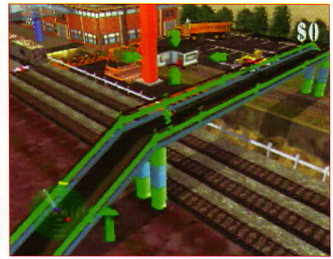
Initially you'll be quite confused. Blast Corps is like no other game you've ever played. Totally unique and totally smart

As a collision approaches your boss gets distinctly worried

This building here is just begging to be demolished

From time to time your colleagues will offer advice

If you pause for a while your robot will kick back and chill



In this level it's necessary to cross this bridge on foot in order to operate the crane on the far side

By this point it's important to be totally familiar with controlling all the necessary vehicles you may be asked to commandeer because you'll need to be fairly efficient in clearing your path. The Backlash for example is one of the most difficult vehicles to control.

As you turn the huge dumper truck, holding the shoulder button results in a powerslide of sorts. Your back end slides round proving very effective in disposing of buildings. It's a techique that takes some mastery and, while it's not incredibly difficult to do normally, when the pressure is on, the clock is running, the missile carrier is yards away from impact and you need to time your powerslide just right, it's amazing how often you can blow it. And that's what Blast Corps is like at its best. Non stop carnage and destruction and a frantic race against the impending disaster of nuclear detonation. It's a mixture that works well and you'll find yourself hooked with each new level, each new task and every inventive puzzle that Rare throw your way. In fact on the subject of things thrown your way Blast Corps has a number of rather interesting bonus games. Some of these are variations on simple race games requiring you for example to complete a number of laps around a track within a set time limit or whatever. Such driving sections are quite reminiscent of Micro Machines at times, so much so that I've had people walk past and asked me what new game I was playing not realising it was the same game as earlier. One of the most memorable (not to mention the most bizarre) sub games though is Rare's tribute Pac-Man which sees you avoiding Dumper Trucks around an isometric maze.

With all these vehicles at your disposal added to these interesting bonus games you almost feel spoiled by Blast Corps. You really get the feeling that Rare have taken great delight in surprising you with each new vehicle and sub game. If they have then it worked because it surprising in many ways. Surprising that its so original, surprising that their experiment in originality works so well although given their increasing reputation perhaps we should stop being surprised at anything that Rare does. Particularly when the stuff Rare do is as good as this. Because Blast Corps is very very good. It's so good in fact, so addictive that you don't notice the superb graphics, the glorious explosions or the impressive sound effects that accompany each crash, blast and explosion at least not while you are playing. Nevertheless it's worth mentioning the graphics because they are nothing short of spectacular.

The majority of the graphics are highly detailed texture mapped polygons, although the attention to detail is not instantly noticeable. It's not until the Action Replay at the end of each level that you see just how detailed the graphics are. The Replay is a great little feature that automatically reruns your previous go thus letting you see just where your previous attempt went wrong. What it also allows you to do though is to sit back and marvel at the truly sublime graphics, including some fantastic explosions and smoke effects. And the graphics don't just look impressive when stationary. The animation too is excellent and again there's a tremendous attention to detail throughout.

But as I said you don't fully appreciate any of this while you are playing. That's for other people to marvel at over your shoulder while you play. Instead you simply find yourself immersed in the simplicity of the concept the fiendish nature of the increasingly tricky time constraints and just the sheer playability of it all. Immersed that is until its over. And that unfortunately is the one downside ▶

This souped up car is one of the many vehicles in Blast Corps

The Backlash is one of the trickiest vehicles to control

Mastery of the backlashes powerslides takes practice

I'll need to be quick as the carrier approaches

Review: Blast Corps

OOh look it's Coronation Street. But not for long

It's Coronation Street again after a bit of a redesign

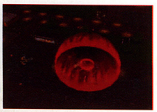
Roll, smash and stomp your way through buildings

The Ramdozer is simple to control and very effective

This metallic robot suit is extremely impressive looking

These lights are the RDU's that must be located on each level

Just one of many dramatic explosions as a building falls



Fail to clear a path for the carrier and this is the result

of Blast Corps, that it is over too quickly. If you stick to the task, a few days sustained play will be enough to discover most of what Blast Corps has to offer.

Well actually that's not strictly true. The way Blast Corps works is that as you complete each stage, by successfully escorting the missile carrier through the level you are subsequently awarded a medal. This medal will be bronze, silver or gold depending on how well you did. However throughout the levels there are also other objectives which need to be fulfilled for true mastery of the game. If as well as demolishing all buildings on a level you are also able to locate all the RDU's (or Radiation Dispersal Units) on a level you will be awarded a further commendation. So admittedly there is the added incentive of going back and getting all those medals. This is extremely tricky but even so you just fear for the long term appeal of the game as few will have the patience to go back and either do the Time Attacks or to uncover all the platinum awards. It's this drawback actually which prevents Blast Corps from missing out on a Stamp of Approval. It's not far off but the questions over it's longevity mean that it does not quite achieve classic status.

Even so Blast Corps is still a fine game and one that comes highly recommended. The important thing being that while it lasts this is one of the most original, highly inventive, entertaining, and engrossing games available on the N64. In Blast Corps Rare have created a totally new genre of game that's quite unlike anything you've ever played before. For that reason alone it comes as a breath of fresh air. While the Playstation continues to churn out substandard beat'em-ups and driving games by the score you lucky Nintendo 64 owners are treated to groundbreaking titles the like of Mario 64, PilotWings 64 and now Blast Corps. And when you look at it like that there really is no contest in the next generation console war ●

N64 Score

BLAST CORPS is a bizarre mixture of a racing game, a bash'em-up, and a puzzle game that's highly inventive, totally addictive and guaranteed to be quite unlike any other game you've ever played before. It's refreshing to see such an original concept as Blast Corps make it into a successful video game and while it lasts Blast Corps is brilliant fun. There's a marvellous feeling of irresponsibility and recklessness to be had from charging up and down town trashing everything in your path which is borne out in the inane look of glee on most peoples faces as they play the game. Blast Corps just misses out on our Stamp of Approval its only drawback being a lack of longevity which prevents it being a true classic but even so this is a quality release and one which you should definitely consider having in your collection. *NOELY*

● ***STEVE*** **I've only had a brief play on this so far because Noely blagged it to review but I love it already. It makes a refreshing change to see such an original game that works**

● ***MARK*** **Blast Corps is so much fun it'll keep you amused for hours. The action has you on the adge of your seat and it's so full of surprises I almost fell out of my chair**

● ***ALEX*** **I can honestly admit that I haven't had time to play this at all. Noely and Steve, however, both seem to think it's ream so I'll go along with them. For once**

● ***READER REVIEW*** **Maybe I'm just rubbish but I didn't find Blast Corps as easy as everyone else at all. But it is incredibly playable and fun and I loved it**
DARREN BREWER, Manchester

GRAPHICS 90% 90% 90% 90% 90%

GAMEPLAY 90% 90% 90% 90% 90%

SOUND 90% 90% 90%

LASTABILITY 90% 90% 90%

89%

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● **GAME** F1 Pole Position 64 ● **PUBLISHER** Ubisoft ● **CONTACT** 0181 9449000 ● **GENRE** Driving ● **RELEASE DATE** Oct 1997 ● **NO. OF PLAYERS** 1

F1 Pole Position 64

It may be called Pole Position but what place will it end up in?

Ubisoft's F1 racing game has an official licence and includes all 22 cars and drivers and 16 tracks from the 1996 Grand Prix. We put it through its paces to see how it shapes up to the competition

FIRST IMPRESSIONS

The graphics look a bit ropey and the sounds not much cop either. It looks like a SNES game with souped up 3D graphics. The game's okay but it doesn't exactly sparkle. Not what you expect from the N64

I'm in lucky 13th place and the rain begins to fall but at least my tyres are still in good condition and I've got plenty of fuel

With the Formula 1 Grand Prix well under way there are a lot of people out there looking for a decent racing game to appear on the Nintendo 64.

Enter Ubi Soft with F1 Pole Position 64, one of the latest attempts to improve the previously bleak outlook for playing racing games on your Nintendo.

Available on import as Human Racing, the game now sports an official 1996 FIA/ FOCA licence allowing it to include the full line up of cars and drivers from last year's Grand Prix.

Unfortunately F1 Pole Position ends up to be a disappointment. It's not just the licence that looks out of date. The whole thing feels like a tarted up SNES game. In fact when looking through the menu system you could be forgiven for actually thinking you were playing on a SNES.

And when the race itself starts the graphics only improve slightly and still aren't as good as you'd expect for an N64 release. The whole thing moves smoothly enough but is desperately bland with hardly any detail on the trackside. The lack of detail also makes the race feel a bit slow at times. You could almost, and I mean almost, forgive the lack of detail if it wasn't for the criminal amount of pop-up appearing in the background. Considering the lack of detail this much pop-up really shouldn't be happening on the N64.

The sound isn't up to much either. The intro music is more or less a drumbeat with the various car noises being played over and over again. During the race you can only hear the car engine noises and the occasional piece of speech. The commentator's voice sounds as if it was sampled on a SNES using a dodgy microphone. And even then it's limited to the occasional strange comment such as "You're slowing down" after you've won a race or exclaiming "Oh my goodness" if you decide to quit the race before finishing.

You can turn the speech off but that just leaves you with the screaming engine. It would have been better to have some music in the game. Even one of those dire rock tracks that seem to be a standard part of F1 racing games would have been better than nothing.

But if you can get past the poor presentation you will find that underneath is a fairly good racing game. F1 Pole Position leans firmly towards an arcade style racer over a simulation, which is no bad thing.

The game includes three modes of racing. World Grand Prix, where you race against all the other drivers on all 16 tracks. In Battle Mode you choose a track and which drivers you want to compete against. And finally there is a time trial mode where it's just you against the clock. Unfortunately there isn't a multi-player mode so it's you against the CPU all the way.

You can fully customise your car before each race changing the steering, tyres, transmission, suspension, wings and how much fuel you want. You can also choose between manual and automatic braking and the different types of pit work you want. There are also four different control types, one of which uses the analogue controller as the accelerator. It's different, although pretty useless in my opinion as you end up skidding round the corners and not going as fast as if you just used the normal buttons.

The game also includes three different weather setting which are prone to change during a race. You may have to find yourself heading for the pits mid race to change your tyres between slick and rain depending on the weather. Although I found that the weather changed so quickly and so often during the races that it was easier and quicker to just tough it out rather than waste time making a pit stop to change the tyres.

You can change the difficulty settings to alter the ability of the other racers, the amount of

Lined up at the start and waiting for the lights to switch on

It's starting to get foggy but at least it hides the pop-up

In first place and lapping them but the settings are on easy

Lining up at the start of the race while the camera pans round

The red triangles are supposed to be flames

Racing through the streets of Monaco

Skidding into the corner at high speed. It'll end in tears

damage your car can take and if you want the weather to change. The game automatically defaults to the easiest of all settings allowing you to breeze through the races and finish in first. But if you change the opponent setting from easy to normal and switch the damage setting on the game quickly becomes more of a challenge. It's now a real fight to get to first place without smashing your car to bits in the process.

The tracks are full of right angle turns and at first it is difficult to get around without smacking straight into the corner. But given practice and a fairly liberal use of the brake you start taking the corners with ease making the race all the more interesting than just flooring it all the way. One problem though is that if you end up facing a wall after trying to take a corner the CPU doesn't straighten you out. There isn't even a reverse which means that you end up headbutting the wall until you face the right way. It's annoying enough but if you have the damage switched on you end up smashing your car to bits trying to get around the corner.

The one thing that really drags the game down is the lack of a multi-player mode. This would have made Ubisoft's effort a much better purchase. The single player game is quite good fun and with the difficulty level turned up it presents a good challenge. But it's always more fun to race against a human opponent as far as I'm concerned and in F1 Pole Position this isn't an option. The game also doesn't support the rumble pak unlike its main competitor Multi Racing Championship.

Even if you are a Formula 1 freak I'd still suggest you take a good look at this game before buying it. And whilst you're at it take a look at Multi Racing Championship which although far from perfect is a much better racing game than this ●

Its a retro-style SNES options screen on your N64

Dodging and weaving the opposition on a long straight

The sparks fly as I cut up that Ferrari

N64 Score:

The best thing you could say about F1 Pole Position is that it is average. The graphics are poor and the sound is even worse. The game itself is okay but the controls feel a bit ropey and it's annoying when you crash and end up facing the wrong way. A multiplayer mode would have made a bit of a difference but without it, it's just as bland as the scenery in the races. The number of options try to add some strategy to the Grands Prix. But they don't make much of a difference and it still remains an arcade game at heart. Unfortunately it just doesn't look good enough to be an arcade game on the Nintendo 64. I'd choose MRC over this, at least it supports the rumble pak and you can play against a friend. It's a shame because there aren't many decent racing games (at least car ones) out on the N64. Take a good long look before you buy this one though. *MARK*

● ***STEVE*** **Nowhere near as good as MRC which is currently the best option for anyone who wants a game of this type. Disappointing in just about every aspect in my opinion**

● ***ALEX*** **I actually like it more than Mark, but I haven't played it for too long. He's been on it for ages, winning most of his races, so it's got to be far too easy**

● ***NOELLY*** **I played this ages ago on import. It was below par then and despite the changes it still is. It's not awful but it's not as good as F1 on the PSX. A crime in my book**

● ***READER REVIEW*** **A good buzz for a short while, but the lack of a two player option severely reduces its chances of staying in anyone's N64 for more than half an hour at a time**
DOUG MCCOURT, BLACKPOOL

GRAPHICS 000 000 000

GAMEPLAY 000 000 000

SOUND 000

LASTABILITY 000 000 000

70%

Feedback: 64 Pro, Freepost, IDG Media, Media House, Maccesfield SK10 4NP **Email address:** alexl@idg.co.uk or stevenm@idg.co.uk

● **GAME** Wave Race 64 ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Racing Game ● **RELEASE DAT**

Wave Race 64

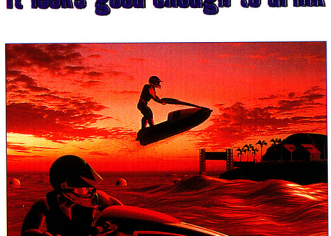
Water, water everywhere and it looks good enough to drink

Nintendo release a race game with a difference (the difference being it's on water) for the N64 and cause a splash in the process

You Start each race paddling in water then it's 3-2-1 Go!

You must navigate these buoys. Red R = right, Yellow L = left

After jumps it's possible to dive under the water submarine-like



Even such sumptious artwork cannot truly convey the splendour of Wave Race 64. You have to see it in motion to fully appreciate it

Milky Lake has calmer water, but there's a nasty log section

Wave Race was one of the first games I bought for my Japanese N64 (after Mario 64 and PilotWings 64). At the time I knew little about it save that it was a racing game – which I like – and that it had been overseen by the guiding hand of Mr Miyamoto, an insurance of quality if ever there was one.

Eventually these factors along with my thirst for new N64 software got the better of me and I tentatively forked out the cash for an import copy. It was money well spent. Wave Race has proved to be one of the finest racing games I have played and though it's lost a little in its conversion to 'good old' PAL it remains one of the best racers to grace any machine ever. Let me tell you why.

Where Wave Race differs from any other race game is that it sees you racing Jet Skis – not cars. So all the action takes place on water. Stating the obvious I know but this fact alone makes Wave Race a truly unique racing experience. You can see why it hasn't been done well before. I mean it's all very well representing a tarmac road or a dirt track but water? It just won't look right will it?

Well in short it does it looks perfect. If you've never seen Wave Race in action then I guarantee these screenshots here simply do not do the game justice. The water effects are nothing short of jaw dropping. Plug the cartridge in and the Wave Race title screen appears on a background of shimmering water. This looks extremely impressive and you'd be forgiven for thinking that this is just some snazzy effect used only in the intro. Then you get into the main game proper and realise that this water is for real. I mean these are in-game graphics and the water looks real, and I do mean real. In fact if you've a weak bladder playing Wave Race may see you making frequent trips to the toilet to syphon the old python. It's that real.

It's not just the water that looks realistic though. The bikes and riders are all made up of polygons which are realistic, beautifully textured, richly coloured and highly detailed. The water rises dips and swells and as it does so your Jet Ski bobs up and down accordingly. The animation on the riders here is particularly noteworthy. They lean from side to side when cornering and bob, weave and lean in unison with the water as the waves ebb and flow and the water laps up the side of your Jet Skis.

But the most brilliant thing about Wave Race and what elevates it from being just a good racer to being a truly classic racer is that the water doesn't just look real, it feels real.

Because you're on water the tracks (if you can call them that) are never exactly the same. During races you must constantly adjust your racing line according to the watery conditions. The analogue stick allows for a subtlety of control never previously possible in a racing game and though initially you'll find yourself frequently 'wiping out' as you misjudge a turn (particularly during choppy weather) you'll learn to get a feel for the way your Jet Ski handles and be riding the waves like the

FIRST IMPRESSIONS

The stunning water effects will blow you away. Later on you realise that beneath the admittedly beautiful watery surface lurks a truly awesome racing game with leagues of hidden depth

Second place is up for grabs as we round this tricky bend

Ayumi takes a blind leap of faith from a jump on Twilight City

most radical of surf dudes.

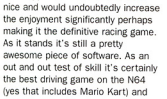
The game has a Championship Mode, a Time Trial, a Practice, a brilliantly original Stunt Mode and 2 player split screen mode for head to head action. The Championship Mode makes up the meat of the game and sees you racing against 3 other computer controlled opponents around water based circuits. An added element being that the courses feature red and yellow buoys which must also be navigated in a slalom-like fashion. Miss a buoy and your Jet Ski will power down and you must correctly pass five consecutive buoys to regain your Maximum Power. Miss five buoys in a race and it's game over, you wash out.

The Stunt Mode is an excellent feature which requires you to tackle all the courses with points awarded for pulling stunts and negotiating a series of rings, as well as navigating through a number of timed checkpoints. Practice on this section not only soon sees you racking up huge scores with ever increasingly difficult stunt combinations but also equips you for some marvellously flashy showboating when you're way out in front and leading a race. There's a great sense of smug satisfaction to be had by taunting your trailing opponents by pulling a hand stand or riding your jet ski backwards.

There are certain niggling faults that stop Wave Race being the perfect game though. Firstly even on expert mode the game isn't wildly difficult so reasonably skilled players will soon find themselves completing the game particularly since the playability factor is such that you'll continue playing until you do. But then Nintendo can hardly be criticised for making the game so playable that you'll complete it too quickly. Particularly since the reverse mode breathes new life into all the courses.

Another criticism is that the two player split-screen mode, though fun, is simply a head-to-head in which no computer opponents can take part. More opponents would have been nice and would undoubtedly increase the enjoyment significantly perhaps making it the definitive racing game. As it stands it's still a pretty awesome piece of software. As an out and out test of skill it's certainly the best driving game on the N64 (yes that includes Mario Kart) and arguably one of the best racing games on any home system ●

No it's not a UFO it's a view of your Jet Ski clearing a jump



Back in third place on the choppy seas of Marine Fortress

A huge jump sees Ayumi clearing a wall in Twilight City

N64 Score

STAMP OF APPROVAL

STUNNING LOOKS, accurate water physics, some excellently designed courses, and a depth of skill and subtle playability that makes other racing games look puddle like in comparison, make this another Nintendo developed gem. It may not have the same track record as Mario Kart and sadly there isn't a four player mode and even the two player mode is merely a head to head. However as a single player race it is truly the finest and a real test of skill since it doesn't rely on the combat elements of Mario Kart. Wave Race may have appeared on the N64 on a ripple of anonymity yet after a few hours play you'll find yourself swept away on the tidal wave of this game's greatness. I still regularly play Wave Race even now. A testament to the games greatness. Oh and did I mention how beautiful the water is? *NOELY*

● ***MARK*** **You'd be forgiven for thinking this is like those Jet Ski games down the arcades. You'd be wrong. Take their replica Jet Skis away and this is better looking and more playable than any of them**

● ***ALEX*** **A must buy, for its originality alone. It's got the most realistic water effects going – to the extent that one unpredictable wave can ruin your chances of a famous win**

● ***STEVE*** **Nice to see a console racing game with a difference, and as Alex says, this is a must have game. Up there with Mario and ISS 64 in fact**

● ***READER REVIEW*** **As a single player racer I prefer Wave Race to Mario Kart. It's much harder, the courses are better and it requires more skill to play *Doug McCourt, Blackpool***

GRAPHICS 90%

GAMEPLAY 90%

SOUND 90%

LASTABILITY 90%

90%

Feedback: 64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email address:** alexl@idg.co.uk or stevemc@idg.co.uk

Super Mario 64

Don't believe the hype? Don't be daft! Classic game alert!

The most unlikely game hero imaginable returns in a game that's seems to have got just about everyone worked up into a lather! The thing is though, now that the novelty's had plenty of time to wear off, is this really the best game ever?

The control you have over Mario really does set a new precedent

Only in Mario's world would you meet this bloke!

The amount of hidden stuff is mind boggling

Jump through the picture to enter a whole new world

Mario can not only run, jump and fly, he's a nifty swimmer too

Is Mario 64 the best game ever? Er... Probably. Will it appeal to everybody though? No. Will it have you playing it for months on end? Again, I'd have to say no. Will I ever stop asking myself questions in this review? Yes, I'll have to or I'll get sacked.

I think it's safe to say that Mario 64 has had the most complimentary reaction of any video game in the history of, well, video games I suppose. Ludicrous scores were heaped upon it (96, 97, even 98% wasn't uncommon a few months back), and unprecedented numbers of pages were allocated to it as every magazine in the land fell over themselves to do the biggest review or the most comprehensive guide. And understandably so. This is Nintendo's flagship character we're talking about after all, and this particular episode of his exploits was that on which the best console the world has yet seen would stand or fall. And it didn't disappoint.

So what's with our conservative two page review, and somewhat reserved score of only 92% all about then? Well, firstly we thought two pages was all anyone could comfortably stomach now of a game that's been literally rammed down our throats for the last few months. The relatively low score is down to two things. Firstly our determination not to get carried away and award games unnecessarily silly marks (after all, we're still saying this game is only 8% away from perfection for God's sake, it's not like I'm slating it!), and secondly, now that the novelty's worn off the game seems to have lost a little bit of its shine. Although not much.

In case you don't know, this is the first true 3-D platform game on any format. It really is almost a case of go anywhere, do anything, and that is a stunning achievement and a true testament to the N64's awesome power. It's also massive, with over a hundred sizeable levels crammed onto the cart, and for that reason is a game you won't finish in a hurry. The size, combined with the fiendish nature of some of the puzzles means that this is probably also the best value for money game around at the moment (as if it needed another reason for you to buy it!) The learning curve is perfectly set but rises sharply forcing even an accomplished platform effort to stay on their toes if they want to keep ahead of the game. Collecting the first few stars - there are 120 in all - is a doddle, but get up into the 'teens and you'll notice things get notably more difficult in a very short space of time indeed!

FIRST IMPRESSIONS

Can't really remember, but I'm guessing that my initial thoughts on playing Mario 64 were along the lines of 'this is utterly fantastic'. And yours will be too!

The game design is a triumph, with the stars scattered throughout various courses (usually there are eight stars to collect on each course), and only a couple of the levels open to you intitially. This allows you freedom of movement around the whole game world, pretty much allowing you to take any route through which takes your fancy. But be warned, if you try and attempt a level that's too difficult too early on then you'll be met by a locked door which can usually only be opened once you've collected a certain number of stars.

The control method was the first real indication of just how exceptionally good the N64's pad is, and is still one of the best ways to show owners of lesser console's just why they should be upgrading. The analogue stick gives unprecedented control over Mazzer, and you'll be tip-toeing, walking slowly and running about in no time merely by applying varying degrees of pressure in any of the directions.

This, in conjunction with absolutely loads of moves that can be performed by using various button combinations make controlling the little bloke almost as complex as you could ever hope it to be! Not complex in the difficult to do sense you understand, just in the sense that Mario can do so many different things that it can be almost bewildering at first! It's all fairly intuitive though, and as long as you don't try and do everything at

View the action from just about any angle that takes your fancy

The sinister funhouse level will send shivers down your spine

once easing yourself in proves to be a surprisingly painless experience.

I'm beginning to see why those other mags devoted so much review space to this game now, because there's so much more that I could say that I simply haven't got room for. Stuff that I haven't touched on yet I'll go into briefly now. Graphically the game's a treat. Okay there are plenty of glitches going on, especially when you start to fiddle around with the camera angles and view the game perhaps from positions where you were never really supposed to (such is the 3-Dness of Mario that you can almost view the action from any conceivable angle!). But with a project this ambitious they can surely be forgiven?

Soundwise it's also mightily impressive. The tunes really are toe tappers, and each little action is greeted with a moan, a groan or a yelp of delight from the chubby Italian. Who says you can't have a decent soundtrack without a CD eh?

Having said all that though, until I was called upon to write this review I must admit I hadn't played the game for a good couple of months now. My initial enthusiasm lasted only a couple of weeks or so, and I left the game in a far from completed state so I obviously wasn't totally gripped by it. My experience is proof positive of the game's lasting appeal though, because having played it again my interest had been well and truly rekindled. It's not my favourite N64 game (Pilotwings still holds that title), but even so I'd say it's one that no N64 owner should allowed to be without! They'll still be talking about it in years to come, and you should make sure you can join in the conversation. A real classic, and not an exaggeration to say that this is history in the making! ●

Surely a better policy would be to run away from the ghost?

That little bloke on the cloud is the game's cameraman

Loads of your old pals are held captive by Bowser

Mario can perhaps all sorts of acrobatic manoeuvres

N64 Score

STAMP OF APPROVAL

YOU KNOW all this already unless you're new to the N64 but with Christmas just around the corner you'll have to forgive us for retreading old ground for the benefit of new owners. If ever a game was an essential item to own then this is it. It's almost a crime that it wasn't bundled with the machine because the two really do go hand in hand. I don't like to blindly follow the masses as a rule, and if I disagree then I won't shy away from saying so. But in this case I can't find a single argument that stands up to close examination. There's no point owning Mario without an N64, but it's almost as bad to have an N64 but no copy of Mario to play on it. Already a classic, and one of the defining moments in video game history. I look forward to it being bettered in the near future though! *STEVE*

● ***ALEX*** **Once you get over the initial awkwardness of having to change camera angles rather a lot, Mario 64 becomes an intuitive joy to play**

● ***MARK*** **I love it. It looks like a cartoon and plays like a dream. Completely original and the best game available on any system**

● ***NOELY*** **Mario's the ultimate video game icon and this latest episode proves emphatically why. A massive game full of secrets, gamers'll come back to this over and over**

● ***READER REVIEW*** **It's superb. I can't believe how much has changed since the days of the SNES. Graphically and gameplay-wise it can't be faulted**
Darren Brewer, *MANCHESTER*

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

92%

Feedback: Tell us what you think! Over marked? Under rated? If you've got anything to say about this, or anything else you see in N64 Pro, positive or otherwise then we want to hear it! Write to: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE. **Email:** steven@idg.co.uk or alex@idg.co.uk

Review

● **GAME** Mario Kart 64 ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Driving Game

Mario Kart 64

More powerups, characters and players but is it more fun?

The SNES classic Mario Kart gets a four-player facelift for the Nintendo 64 and we find out whether twice the number of players equals twice the fun

FIRST IMPRESSIONS
Initially mixed. Lovely graphics, excellent four player mode and some smart powerups but some poor tracks and a shift from out and out driving skill

Mastering the powerslide technique on corners avoids speed reducing skids like these

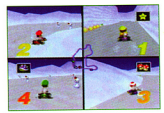
Another Kinopio win as the others struggle to keep up

Mario hits a fake item bonus and takes a tumble

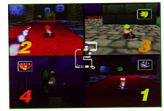
Mario Kart on the SNES was undoubtedly one of the greatest games ever to grace Nintendo's 16 bit machine. It took Mario, Nintendo's flagship character, and put him and all his mates (foes) in karts and had them racing around various bizarrely constructed tracks. In one player mode against 7 other computer opponents it was great fun, but as a 2 player game and with 6 computer opponents to make up the numbers it was a definitive gaming moment. A true classic in every respect.

So now Mario Kart has been updated for the 64 and it's arguably better than ever. There are only 16 tracks that make up the game (as opposed to the 20 in the original) although these are now longer and more impressive looking than anything seen In the first Mario Kart.

There are a multitude of courses from the standard racing type circuits such as Mario Circuit, Luigi Raceway and so on, right down to fantastical courses such as Toad's Turnpike, Banshee Boardwalk and Rainbow Road.



The Snowmen on Frappe Snowland are more like rockmen



It's looking good for Kinopio with a blue shell as insurance

The graphics reflect the graphical strides that the 64 has made since the SNES with beautiful texture mapped polygons making up the scenery on all the fantastical tracks. Whereas in the original the courses were flat, you now have undulating terrain full of bumps, hills and jumps.

Similarly the graphics on the karts and characters have all had the 64 treatment and look suitably impressive. Particularly nice is the translucent exhaust smoke effect behind your kart.

The beauty of the original Mario Kart was that it had a depth and complexity that far belied its simple cute appearance. The blend of driving skill and combat elements worked a treat. It was fun to play, the combat elements helped to ensure that, but first and foremost it was a supreme driving game and a true test of skill.

In this new incarnation the balance has shifted somewhat. Such are the amount and frequency of powerups in Mario Kart 64 that there is a much greater emphasis on combat with the powerups playing a much greater part in deciding a race.

Luigi Raceway an office favourite in 4 player mode

Wario makes his Mario Kart debut

Press START and let the Mario Kart 64 fun commence

Fall in the lake in Sherbert Land and you'll be frozen solid

PPPPenguins are a ppppain in the arse on Sherbert Land

Kinopio takes a spin on Sherbert Land

Use these shoulder buttons to powerslide your way around the course
This button toggles either your map of the track, your speedometer or a visual representation of race order
The bottom C is used to select and activate your powerups
The analogue controller makes controlling the karts a dream
Its your accelaration. So foot down and pedal to the metal
Your brakes. Practice those emergency stops
The Z trigger is used to select and activate your powerups

Though small the treacherous nature of this course spoils any possibilities for battle mode fun

The most notable introductions come in the form of new powerups. All the old favourites remain, banana skins, mushroom turbos, lightning bolts and so on, as do the green and red shells, except now there are also multiples. Triple mushrooms, strings of banana skins and best of all triple shells which when activated spin around your kart acting as a deadly barrier against opponents as well as being ready to fire at any moment.

There's also deadly fake bonuses which can be dropped to fool opponents, and the piece de resistance a spiky blue shell which seeks out the leader with deadly intent taking out anyone who happens to be in its path along the way.

One of the few notable criticisms of the first game was the way that occasionally the computer opponents would cheat in order to catch you up. Unfortunately in this sequel the AI computer cheating is even more pronounced. No matter how well you race you will never find yourself beating the computer by more than a fraction of a second. This is annoying and a problem that seriously detracts from the enjoyment of the Grand Prix mode. However in truth the single player Grand Prix mode was never where it was at.

Get Your Mates Round

Mario Kart purists will initially lament the shift in emphasis from out and out driving skill to combat. However you soon realise that this game has been designed first and foremost as a four player game.

For sheer fun the multiplayer games are undoubtedly the highlight. Although such games can often become somewhat of a lottery due to the way those trailing are given some of the best powerups, this all adds to the fun. The constant to-ing and fro-ing meaning that there is never a dull moment in four player games of Mario Kart.

So get yourself four controllers, invite your mates round and experience one of the finest multiplayer games a console has to offer. At the same time listen to the air turn blue as you, and your mates yell and curse your way around the circuits.

Though the graphics in Mario Kart 64 look ▶

Wario has taken a dip and is now cool as ice

The Ghost House is one of the most treacherous tracks

Luigi Raceway an office favourite in 4 player mode

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Though the graphics in Mario Kart 64 look ▶

Wario has taken a dip and is now cool as ice

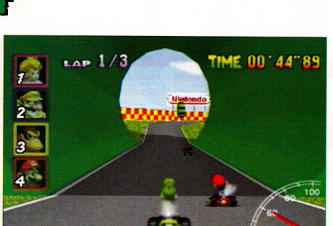
The Ghost House is one of the most treacherous tracks

Review

Mario Kart 64

Wario Stadium is a long and tortuos track

Donkey Kong Jr takes a wrong turn in Bowsers Castle

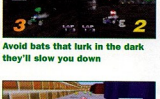


None of your fiat tracks in Mario Kart 64. There's jumps, bumps and even tunnels

Kinopio wins and Princess is over the moon

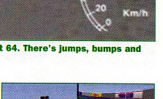
Avoid bats that lurk in the dark they'll slow you down

Toads Turnpike is easy once you get used to the traffic

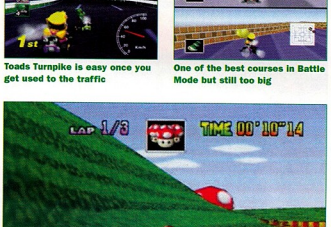


One of the best courses in Battle Mode but still too big

Tortuous drops make Banshee Boardwalk a toughie



Mario shows off a stunt after an impromtu collision



Mario Circuit's shortcut – Drive up the hill, steer hard right, then use a mushroom to turbo down the hill

...then press shoulder button to jump over this wall

Land safely on the other side cutting out half of the track

Get a decent Time Trial time and you'll race Mario

▶ simple cute and childish there is certainly nothing simple nor childish about the way some of the tracks are designed or the superb manner in which your kart handles. Indeed the Cruisin USA's of this world would do well to take note of the exquisite vehicle control here.

But the beauty of Mario Kart 64 is that none of the subtleties of the kart handling are immediately obvious. At first glance you simply point your kart in a direction, hold accelerate and off you go. Any fool can do it.

However the implementation of the powersliding is a stroke of genius. The extra element of skill required to perfect Powerslides means that though the game is easy for novices to play (easier than the original certainly), only those who perfect he technique (particularly in Time Trials) will ever gain true mastery of the game.

The way powersliding works is that as you take a bend you steer left or right and then hold one of the shoulder buttons to slide your kart. As you slide letters smoke out from the back of your kart. With your finger still on the shoulder button the trick now is to gently ease the control stick left and right. Do this correctly and the letters should change from white, through orange and then to red. Now as you exit the corner release the shoulder button for a mini turbo. This technique helps to keep your speed on corners and will cut your overall times by a good few seconds.

Mario On Trial

As a true test of skill the Time Trials are undeniably the most challenging and arguably the

● **GAME** Mario Kart 64 ● **PUBLISHER** Nintendo ● **CONTACT**

Mario Kart

...tors and player

Wario Stadium is a long and tortuos track

Donkey Kong Jr takes a wrong turn in Bowsers Castle

Kinopio wins and Princess is over the moon

Avoid bats that lurk in the they'll slow you down

...ps, bumps and

Toads Turnpike is easy once you get used to the traffic

One of the best courses in Battle Mode but still too big

Tortuous drops make Banshee Boardwalk a toughie

Mario shows off a stunt after an impromtu collision

Mario Circuit's shortcut – Drive up the hill, steer hard right, then use a mushroom to turbo down the hill

...then press shoulder button to jump over this wall

Land safely on the other side cutting out half of the track

Get a decent Time Trial time and you'll race Mario

▶ simple cute and childish there is certainly nothing simple nor childish about the way some of the tracks are designed or the superb manner in which your kart handles. Indeed the Cruisin USA's of this world would do well to take note of the exquisite vehicle control here.

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Mario On Trial

As a true test of skill the Time Trials are undeniably the most challenging and arguably the

finest part of Mario Kart 64. Powersliding is essential if you're to gain a decent time and it is only true mastery of this technique that separates the normal players from true champions.

Some of the tracks are so well designed that tackling them in Time Trial mode becomes almost a separate game in itself. Mario Circuit (with it's shortcut), Frappe Snowland and Royal Circuit being perhaps the best examples.

Conversely tracks such as Rainbow Road (one of the best tests of skill on the SNES classic) which is a dull, boring affair (despite its garish visuals) doesn't even deserve to be on the same cartridge as the others.

Battle Mode Burst my Bubble

Mario Kart 64 has a new and improved Battle Mode. Well let's just stick to new for now shall we?

One of the unexpected highlights of the original Mario Kart was the hugely addictive and fiendishly competitive Battle Mode. This updated version allows up to four players to battle it out over a choice of four arenas, attempting to eliminate other players by bursting opponents balloons while at the same time preserving your own.

The trouble with the 64 version though is again a flaw to do with course design. The arenas are simply too big, and while battle mode games can still be hugely enjoyable, you're left with a sense of regret at just how smart this part of the game could have been had it been easier to find and track your opponents.

N64 Score

STAMP OF APPROVAL

ULTIMATELY Mario Kart 64 is a flawed genius. The single player Grand Prix would have been better if the CPU didn't cheat in order to catch up. The battle mode can be great fun but would have been sublime if the arenas were smaller and less complex, or if CPU opponents were added. Generally the whole thing could have been improved with more immaculately designed levels like the Mario Circuit, instead of an over reliance on spectacular looking but average and occasionally bland tracks. However it is a testament to how smart a game Mario Kart 64 is that it has these flaws, yet still manages to coast home as a winner. The Time Trial adds single player longevity and a pure test of skill that's lacking in the Grand Prix mode. However for pure multiplayer thrills and spills it is one of the best multiplayer games I have ever played – you simply must have it. *PAUL NOEL*

● ***ALEX*** **I love it to death, although there's still a couple of amendments I'd prefer to see, such as preventing the over-use of weapons in the multi-player modes**

● ***MARK*** **I still prefer the original as a supreme test of skill. The computer opponents cheat too much and theres an over reliance on powerups but despite this it's still great fun**

● ***STEVE*** **I prefer the Battle Mode although I'm in the minority. Even with the poorly designed courses it's great but there's buckets of fun to be had in four player games**

● ***READER REVIEW*** **It's a week since I played this and I'm still buzzing off it! I've never had so much fun since Nottingham Forest last had a decent football team**
MARCUS WILDBOURNE, MANCHESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

91%

● **GAME** Shadows of the Empire ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Various ● **RELEASE DATE**

Shadows of the

A long time ago, in a galaxy blah de blah blah...

FIRST IMPRESSIONS

Superbly executed first level sets the scene for what should be an exceptional game! Controls seemed a bit fiddly at first, but are getting easier each time I play. Very promising.

I reckon people who read this review are going to fall into one of two categories. You'll either be a scarily obsessed Star Wars fanatic, who snaps up every single licensed product that comes out, be it miniature figures, video games or even plastic Light Sabres that you can swoosh around in your bedroom, pretending to be Obi-Wan. Or, more hopefully, you're a bit more normal and thought the film's were okay, and wouldn't mind a decent N64 game loosely based around them.

I mention this only because I know that the first group of people will read the review, totally disregard it then buy the game anyway. You're a lost cause. Therefore it makes sense then for me to aim this review fairly and squarely at the second group. And to these people I say you should think long and hard before you spend so much money on Shadows.

When most people get their hands on LucasArts' newest Star Wars game they will feel happy knowing that they've got one of the most highly anticipated games of recent times in their grubby little hands. But sadly, this falls squarely into the dreaded category of games that are best described as wide ranging in styles, but ultimately far, far too shallow. It's packed full of different stages and gaming genres, but not one of them is brilliant, and each is far from the earth shattering standards we were all hoping for.

Taken as ten separate games (which is a bit of a liberty I know, but bear with me) the first and the last are by far the best. Skimming the snowy surface of the Hoth planet tripping those big metal troop carrier things up (AT-AT's I'm reliably informed) is a stage that will send the trousers of many an anally retentive Star Wars fan rocketing skywards faster than the ship they're travelling in, and to them will probably be worth the asking price on its own. A grand opening indeed. And the game's climax - taking out the Sky Hook's core - is extremely satisfying, and a more than fitting end. But after the Battle of Hoth the game takes a quite frightening quality dive downhill until the climactic Skyhook Battle.

With the Doom-style levels of Escape from Echo Base, Gall SpacePort, the Emperial Freighter, the Sewers of Imperial City and Xizor's Palace making up half of the game, you can't help but suspect that LucasArts simply ran out of ideas halfway through development, but didn't much fancy pulling the plug on such a blatantly lucrative game. It wouldn't be so bad if the Doom levels were as good as, well, Doom I suppose, but they aren't. They look great and each level is reasonably well planned out so as not to get boring too quickly, but are spoiled by sloppy programming and an alarming lack of attention to quality control.

I mean the control, both of the character and the camera angles (of which only one is of any real use at all!) is nothing short of appalling. I wonder who in their right mind approved Dash Rendar's poor movement in these stages. The controls are well thought out and intuitive, but half the time Dash (the game's hero by the way, none of your Skywalker nonsense in here I'm afraid!) just doesn't react in time in accordance with what you tell him to do. Yes, there's a learning curve but the control doesn't get any better once you've learned, you just attempt to cope with it, which surely can't be right at this price! More often than not you just have to cross your fingers and hope for the best. Dash falls off cliffs, ledges, trails, and buildings that he's not supposed to, despite the players' skill level. At least that's my excuse.

While I'm on a moan roll I'd better mention Mos Eisley speeder bikes section. The movement proves to be far too jumpy and strangely awkward. In this case, the level design breaks down to a confused obstacle course with no street signs, with a level that's neither fun as a racing game, nor a fairground Dodgems simulation. Plus the villains that Dash is supposed to knock off actually wait for him to catch up! And the same complaints can easily be levelled at the Beggars Canyon level. Furthermore, the bosses, with a few exceptions, are easily beatable. In Gall SpacePort, the AT-ST was almost exciting the first time I played it, but I soon realised it's not exactly difficult to circle

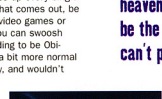
LucasArts teaming up with Nintendo on a game for the N64? Are we in heaven? Shadows of the Empire must be the best game ever then! They can't possibly fail! Yeah right

The Hoth battle is a great start, but it's downhill from here on in

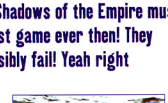
Eacg section is divided up into smaller stages

It's just like in the film! Waste those AT-AT's!

Mastering the tow cable technique is vital

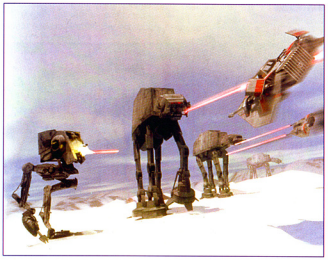


The Doom style sections are promising but disappointing



Shadows makes full use of the N64's graphical capabilities

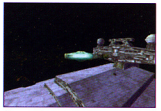
Empire



round it a few times until you take it out (especially as it's slower than you). This exact same strategy works on at least a few other bosses (the Loader Droid in the Emperial Freighter for example) and again, this just isn't good enough. The sole exception I found was Boba Fett and his nasty Slave 1 ship, which is both challenging and fun.

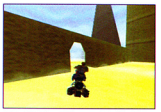
LucasArts always does justice to graphics in its games, and while Shadows isn't a graphical tour de force, it's often as good to look at as a gorgeous Kinkladze 25 yard screamer. Those irritating fog effects aren't as obvious as in, say Turok, because the effect is cleverly worked into the design on several levels. Looking down the infinitely steep cliff walls in Gall Spaceport almost causes vertigo, and looking through the haze in the Sewers of Emperial City and the Ord Mantell Junkyard is also a bit on the creepy side.

I suppose what I'm saying then is that while Shadows has its good points the weight of expectation I feel is too broad for its surprisingly weedy shoulders. Sloppy programming and a lack of invention has let seven out of the ten stages down – and I'm being generous and allowing one of the Doom style stages in there! And for £60, well, I'll be looking elsewhere for my gaming pleasure. ●



As you'd expect, places and people are taken from the films

The most enjoyable part of the game is using the tow cable



The speeder bike section is the most disappointing of all

N64 Score:

CERTAINLY NOT the game we all hoped it was going to be. After a marvellous opening section, the game nosedives down dramatically to levels of quality that should never be associated with the Star Wars trilogy, LucasArts or for that matter, Nintendo. Shadows is little more than a mish-mash of ten sub standard sections that without the license would have been laughed out of the cartridge slot. I really tried to like it, and I'm sure some of you more dedicated fans will try even harder, but I have to say I think your attempts will be in vain. At the end of the day this is a major, major disappointment! And it could easily have been so much better with a little more thought and time spent on getting each section right. Definitely rushed to meet the launch date, and it shows. Quite glaringly. Bit of a shame really... *STEVE*

● ***ALEX*** **There's no denying that Shadows is visually stunning, but the many contrasting game styles ruin any continuity it could have done with. And it's a bit too easy**

● ***NOELY*** **Although Shadows remains faithful to the spirit of the film most of the action simply falls way short of the mark resulting in an occasional hit but largely miss affair**

● ***MARK*** **Shadows looks the business but fails to deliver. The flying sections are quite nice but the Doom type levels are too long and boring**

● ***READER REVIEW*** **I have to say that I completed this in a couple of days and I wouldn't say I'm the world's greatest gamesplayer. Looks good, but is ultimately bad value**
MARCUS WILBOURNE, MANCHESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

67%

Feedback: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4NP **Email address:** Alex@idg.co.uk or Steven@idg.co.uk

● **GAME** Killer Instinct Gold ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Beat'em-up ● **RELEASE DATE**

Killer Instinct

A whole new concept – a beat'em-up for pacifists

I showed my 'Killer Instinct' in front of goal after playing this for a couple of hours, by punting the cart unnerringly into the bin. Now find out why

'Come and have a go if you think you're hard enough'. Etc

However much the bridge sways, no-one ever falls off

Tusk got all upset at the suggestion he was soft. So much so that he set his hands alight to prove otherwise

Unstoppable 95-hit, 81% damage combos are all well and good for the first couple of times that they're pulled off. After that, they get to be a bit of a pain and ultimately get in the way of what could and should have been a decent enough versus beat'em-up. Obviously influenced most heavily by Street Fighter II and Mortal Kombat, Killer Instinct Gold (a dubious title if ever there was one - more on that later) neither looks nor plays like a great beat'em-up.

I loved Street Fighter II and although I hated Mortal Kombat I could see its appeal - the over-the-top bloodshed, the wry humour and the (for its time) revolutionary looks all combined to make a viable alternative to the altogether more cartoony yet for my money far more playable and deep SFII. So, if as I've already said KIG takes elements of both aforementioned beat'em-ups, why don't I like it? Simple. Because it doesn't do the console justice in the way that SFII and MK used the 16bit SNES (and Mega Drive for that matter) to show off just what the machines of the day were capable of.

Where SFII, MK and even the first KI - which single-handedly sparked a renaissance period for the SNES - caused shockwaves in the gaming world, KIG doesn't even cause mild ripples of surprise. Okay, it's instantly playable and it's got more 'to it' than past beat'em-ups in terms of training and fighting options, but it just isn't good enough for a 64bit system. Okay, Atari Jaguar owners may have settled for something like this, but a (32bit) PlayStation owner wouldn't, so why should an N64 owner?

Is this really an N64 game? Why do the characters look as if they've been cut out and pasted onto lolly sticks? How come the fighters only move in a 2D plane when 32bit systems can handle true 3D beat'em-ups?

FIRST IMPRESSIONS

For a start it's not even in 3D! Granted, the characters are solid-looking as are the backgrounds, but the fighters rest uneasily pasted on top of scenarios that look as if they've been taken from another game. Lovers of the likes of Tekken and Virtua Fighter can rest easily for the moment that their respective systems have superior versus beat'em-ups to this one which has been created for an infinitely superior console.

To address the fighter/background abomination further, there's one scene which has a railway track in the background, trains which periodically whizz past and red and green lights near the siding which change accordingly. But can you smash the lights? No. Can you be hurled in front of a speeding train? No. Can you be thrown through the window of the train? No. So why bother with such, on the surface, detailed backgrounds when the combatants can only move in a single 2D plane within them. Similarly, one scene sees a battle on a wonky-looking

Five hits! 17%! Fantastic! Combos are great aren't they?

There's nothing better than having infinite time to practise

wooden suspension bridge with a drop that not even a cat with all nine lives intact would survive. But do the scrappers ever fall off? Do they f***.

Sorry. I promised myself I wouldn't swear in this mag, but Killer Instinct Gold has driven me to it. It's a disgrace it was ever released on the N64, especially alongside early beauties such as Mario, PiltoWings and Mario Kart. It's wrong to compare games across genres I know, but when a new system comes out and games in every genre bar one outdo all other games on previous consoles, something must be sorely amiss. And when KIG plunges ever deeper into the dusty depths of thebargain dustbins, one thing's for certain, it won't be sorely missed.

Sky Gold shows television from a bygone era which was acceptable then, but is laughable now. Killer Instinct Gold works in exactly the same way. It's like Giving Muhammed Ali a brand new pair of boxing gloves and expecting him to float into the ring and be just as good as he ever was. Come on Rare and Nintendo, we know you can do better

Maya and Glacius struggled to master the two step

'Get up, you morphing bast, so I can kick your ass again'

Sabrewulf and Spinal big up their chests ready for action

Jago and Kim Wu in bloke with sword/bird with breasts shocker

Sabrewulf has a good old bark at the moon to celebrate his win

Check it out lads, you can see her arse. Mint!

N64 Score:

A GOOD SELECTION OF CHARACTERS, plenty of moves, lots of options, but no gameplay grooves. It's bright and brash, fairly fast, but ultimately flawed as a bast. No-one who's played it here has liked it at all, and all of us appreciate a good beat'em-up whether we're large or small. I don't care whether or not you like this doggerel rhyme, but so long as it puts you off buying KIG you've read it in time. The only thing KIG's got going for it is that GT's Wargods is even worse! This is a release that does nothing more than illustrate just how much a console depends upon decent games for decent sales. Thankfully the powers-that-be at Nintendo know not to put all their eggs in KIG's basket. They'd only break. Maya, Glacius, B. Orchid, TJ Combo, Sabrewulf, Fulgore, Jago, Kim Wu, Spinal and Tusk hang up your gloves now and do everyone a favour. *ALEX*

● ***NOELY*** **This is an accurate arcade conversion of an extremely hyped and overrated game. As a 2D beat em up this offers nothing that SF2 didn't do better years ago**

● ***STEVE*** **Don't think much of the single player, especially the way Mario and co are all a load of cheating basts. But the multiplayer game is the business**

● ***MARK*** **The best that you can say about this is that it stays close to the original arcade game. But 2D fighting games look bland these days**

● ***READER REVIEW*** **I can't really understand why no-one likes this. Okay, so it's not the best beat'em-up you'll ever play, but it's fun in its own way**
DARREN BREWER, MANCHESTER

GRAPHICS 000/000

GAMEPLAY 000/000

SOUND 000/000

LASTABILITY 000/000

41%

Feedback: 64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE. **Email address:** alex@idg.co.uk or stevem@idg.co.uk

● **GAME** Star Fox 64 ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Shoot'em-up

StarFox 64

Does it justify the hype, or is this just another shoot'em-up?

The eagerly awaited StarFox 64 is only a ludicrous name change away from its official release. If you can get past the sniggering from the shop assistant when you ask for a copy though you're in for a rare treat indeed

I know there's a reason behind it, but Lylat Wars? Come on. Surely there is a better potential name than that? If you think back to when the SNES original was released in the UK that was also forced to undergo a name change, but that transformed into the much more palatable StarWing. Still, I was determined not to let that spoil one of the most eagerly awaited N64 games to date, and took solace in the fact that I actually get to review the US version instead.

Veterans of the original will be instantly at home as the essence of the game remains the same. I must admit that I don't fall freely into that category - StarWing never grabbed me the way it did most people and therefore took some time to get to grips with it all. Obviously though there are plenty of changes on the technical side which are easy to spot even by a relative newcomer.

FIRST IMPRESSIONS

More of the same really with better graphics. I mean it's just a shoot'em-up at the end of the day isn't it? Looking forward to getting into it

Cinematically the game has come on in leaps and bounds. Gone is the gibberish that used to represent the speech to be replaced by well-characterised sampled speech. The style of this again remains the same, with the picture of the character who's speaking appearing in the bottom left hand corner of the screen accompanied by subtitles, but now you really get a feel for the game stars, and yes, Slippy is now even more annoying than he was before.

There's an incredible amount of speech and storytelling cut scenes considering this is a cartridge. It really does put the likes of Shadows of the Empire to shame in this department, and when you think that that game came from the supposed master story tellers at LucasArts it shows just what a shoddy job was done on that game.

The progression of the plot throughout the game, and the way it unfolds before you is more reminiscent of an actual film than most games

Falco's in trouble, you need to save him to progress

The visuals have improved greatly over the original

Fail to help out your companions and they'll be forced to flee the battlefield for repairs, leaving you short handed

Messages from other pilots pop up in the bottom left

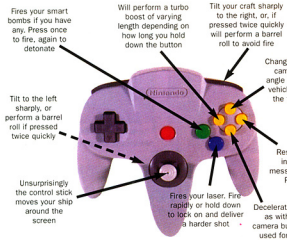
They give out handy hints, as well as status reports

They'll also teach you how to pull off the flying stunts so watch out

It's all about making quick decisions well in StarFox 64

Falco Lombardi

Falco is a natural pilot. His quick temper and overconfidence make him the wildest member of the team. While he often gets into arguments with the others he is fiercely loyal to the Cornerian cause


Fires your smart bombs if you have any. Press once to fire, again to detonate
Will perform a turbo boost of varying length depending on how long you hold down the button
Tilt your craft sharply to the right, or, if pressed twice quickly will perform a barrel roll to avoid fire
Changes the camera angle in any vehicle but the tank
Tilt to the left sharply, or perform a barrel roll if pressed twice quickly
Respond to incoming messages from ROB64
Unsurprisingly the control stick moves your ship around the screen
Fires your laser. Fire rapidly or hold down to lock on and deliver a harder shot
Decelerate. However, as with the left camera button is also used for a special move in conjunction with the D-pad

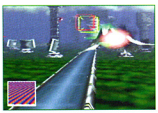
seem to achieve come to think of it. At the beginning you're merely given the bare bones of the story and it's played out before you along with the action on screen. A pleasant change, I'm sure you'll agree, to the usual way of things where shoot'em-ups are concerned - here's the entire plot on a bit of paper in the game box, now get on with it. This is definitely the way forward, and with a bit of luck other developers will sit up and take note.

I'll just quickly skim through the storyline to set the scene and then move on. The Lylat System (from which the game has drawn its staggeringly bad name from) is a small group of planets that, until now, had enjoyed year after year of prosperity until Andross showed up. Andross went mad in the first game and had secretly developed this super weapon thing which he unleashed on his home world of Corneria causing massive damage to it's major cities.

Thankfully he was captured by General Pepper, charged with treason and exiled to the planet Venom. Anyway, to cut a long story short he's now escaped and, consumed with hatred he's declared war on the entire Lylat System and is conquering each planet one by one. He's now advancing on Corneria and General Pepper knows that his only chance of saving Corneria, and indeed the whole ▶

Learning to pull off the special flying moves will ease your progress through the game no end

That symbol means that Falco's ship has had to go for repairs



As you can see there's loads going on, with no slowdown!

It's easy to get distracted and miss vital messages

Now you have to decide whether to ignore him or go off to help

Right, too late! He's had it and you'll have to carry on alone

Fox McCloud

The young leader of the Star Fox team, Fox is always at the forefront of the attack. Because of his fantastic flying skills and a lightning quick decision making ability he's an extremely well respected leader

Peppy Hare

Peppy is the eldest member of the team. A good pilot with vast knowledge and a good friend of the McCloud family. A long time companion of Fox's father, Peppy has watched him grow from a young pup to an experienced pilot

Slippy Toad

The most energetic and positive member of the team, although he sometimes goes a little overboard and can therefore start to get on your nerves. While he's not the greatest pilot though he compensates well with his mechanical skills

StarFox 64

Pak It In!

StarFox 64 comes bundled with Nintendo's own force feedback device, which is known as the Rumble Pak. I'm sure you all know what it does by now, but just in case you don't, well, it rumbles. A lot. Whenever you take a hit you feel the whole joypad vibrate slightly! It's very subtle, it won't jerk out of your hands for instance but it does work well. We were all a bit dubious about it to be honest, but having used it we have to admit that it brings n extra dimension to the game, and now it just isn't the same without it. Support for this device isn't just limited to StarFox 64 though, already this month we've seen Goldeneye and MRC, along with new versions of Mario and Waverace, and new additions are being added to the list almost daily. Pretty soon every home will have to have one!

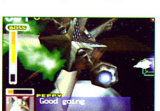
The bosses in StarFox are absolutely huge!

Use the radar to pick out where your next target is located

Use your lock on laser to take out large groups of enemies in one go

Never mind the beautiful scenery, you need to get to work!

Rack up a certain number of kills on a particular level and you'll be awarded with a medal for that individual mission



There's a specific tactic for beating each boss in the game

You can change the view angle if you want, but it's best not to

Just about everything can be destroyed. Including the trees!

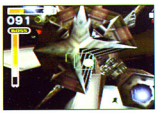
▶ Lylat system, lies in the hands of the crack piloting StarFox team of Fox McCloud, Peppy Hare, Slippy Toad and Falco Lombardi.

Each team member has there own individual skills and attributes (detailed elsewhere in the review), and each one is more important in certain situations than the others. However, as in the first game if they take too much damage then they'll have to leave the fray. Sometimes that's not such a problem, but on other occasions it can make your life much more difficult. Therefore you really have to try and look after them if you want to make any real progress. There are times when one of them will zoom off ahead of you and get themselves into trouble. At this point you have to make a decision of whether to leave them to fend for themselves, or whether to drop whatever it is you're doing and race off to help them.

This is a bit of a gamble though because losing a team member can not only prove disastrous in tactical terms, but it can also block your path down certain routes. Let me explain how this works. There's not only one route you can take through the game, depending on how well you do in a certain mission you will usually be sent one of two ways. One is usually much harder to get to than the other, and when you do get there it will be harder still. What's the point in that? Well, one of the main criticisms people have levelled at the game in America and Japan is that it's too easy to complete. This is true in a way because it won't take you all that long to see the game through to a conclusion, but when you think that at this stage you'll still only have seen about a third of what the game has to offer you realise that it's not all that bad after all.

To reach the harder mission levels you'll need to achieve a certain goal within the previous mission. These are all spelled out in the manual so you don't need to work them out or anything daft like that, but carrying them out is very often more difficult than it seems. They start off relatively easy and get progressively trickier. For instance to get the other story branch from the opening Corneria level you'll need to keep Falco alive until the end and fly through the seven stone archways at the end of the level. Do this and the story will twist one way, fail and it will turn another. Anyway, you get the picture.

Controlling your Arwing is complex at first but the training mode should help you find your feet that little bit quicker. The standard things such as turning and firing are as you would imagine, but the more complicated manoeuvres such as U-turns and somersaults do take some practise. They're essential to your progress though so a bit of time spent learning how in the beginning will pay



Each boss is more difficult than the last, and pose a real problem

That green thing's a shield, shoot the gaps to cause damage

Flying through those rings will give you a bonus. Usually along the lines of a shield recharge or a laser upgrade

massive dividends later on in the game.

There are three types of weapons at your disposal - a laser, smart bombs and a special lock on laser that takes time to power up but is well worth it if used at the correct moment. To activate it you have to hold down the A button for a few seconds, at which point the targeting system will change and a red box will appear. This will then lock onto the first enemy that comes into its range and another quick press of the A button will send a devastating barrage heading towards the enemy. This is especially useful against enemies attacking in formation because the radius of the blast zone is much wider, often taking out the whole lot if you manage to lock onto the one in the middle.

StarFox 64 is easy to finish but you shouldn't be put off because it's far from easy to complete. Seeing everything that the game has to offer will take some doing, and personally I like the way it's set up because it has something for everyone. Average players have an achievable goal while experts also have a game that will test them severely for quite a long time.

Graphically it pushes the N64 quite hard, it has a well scripted and intriguing storyline, and is easily the best shoot'em-up I've ever played. It's a simple idea which has been polished to a dazzling shine and is another deserved feather in the N64's increasingly cluttered cap ●

The levels are set in varied locations, land based to space

Keep a close eye on your health gauge at all times!

N64 Score

STAMP OF APPROVAL

I WASN'T ALL that sure I was going to like StarFox 64 at all because, as I said in the main review, I was never all that taken with the SNES original. I wasn't disappointed though as the game is pure class from start to finish. It's a well executed, thoroughly enjoyable shoot'em-up with great characterisation and an engrossing storyline. All that and at the same time manages to poke a finger in the eye of the many doubters who questioned the machine's worth without FMV. Nintendo have proved you simply don't need it thanks to a few conjuring tricks that have seen them squeeze a quite astonishing amount of data onto the cartridge. If this is the shape of things to come then things are definitely looking up and we can all look forward to some truly cinematic experiences in the very near future. *STEVE*

● ***MARK*** **This is a well polished shoot'em-up that plays well to boot. The graphics are top stuff and I agree with Steve about FMV. Who needs it when the graphics are this good.**

● ***NOELY*** **Starfox 64 breathes new life into the shoot em up with stunning graphics, excellent storyline, brilliant characterisation and though a tad easy it's still great fun**

● ***ALEX*** **Not too sure about the proposed name for the Brit release – Lylat Wars – but apart from that there's not much wrong with this high-energy space shoot'em-up**

● ***READER REVIEW*** **I loved it. This was my first go with the Rumble thing and it's top. Really gives it that extra something. How did we ever manage without it?**
Doug McCourt, Blackpool

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

91%

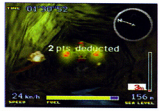
Feedback: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4NP. **Email address:** alexl@idg.co.uk or stevemc@idg.co.uk

● **GAME** PilotWings 64 ● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Fun flight sim ● **RELEASE DATE**

PilotWings 64

Superfly guy, gonna take ya higher

Question: How do you convert a flight sim hater into a flight sim lover? Answer: Sit him in front of PilotWings 64 and watch how a simple, fun game keeps him glued to the screen for hours



The underground cavern section of the rocket belt's rock hard

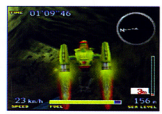
The close-up angle warns of an impending wall-hit

Hawk's the heaviest pilot in the game, although his evil robotic alter-ego Meca Hawk is considerably weightier

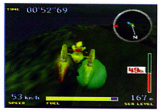
Get your finger over the Z button before you attempt the descent

Nearly there! Welcoming daylight beckons just ahead

Hawk literally takes the plunge here



Once again, Hawk's too near the wall here. Potential points loss



If this bogey isn't stopped soon, there'll be chaos

The EEC snot container's just ahead. Get it in there my son

'Are you coming to bed yet?' came the impatient cry from my missus.

'In a minute love,' I replied.

'Are you still playing on that Nintendo?'

'Yeah. I'm reviewing a game.'

'You never play games this long. Why don't you come to bed?'

Before I could think of a reason that my missus would understand, I found myself uttering a string of unrepeatable oaths for the umpteenth time that evening. My animated hang glider had ploughed into the deck again. At approximately 3 a.m. I slunk into bed, baggy eyed and mentally exhausted as I finally achieved a silver medal on hang gliding class B.

That was about a fortnight before I began writing this, yet the only thing that's changed is my missus knows better than to expect me to go to bed without a nightly dose of PilotWings 64. As a big fan of the SNES and an ex-Editor of a once famous SNES mag, I was never into PilotWings for the best 16bit system around. I approached this version, therefore, with caution. Like a kitten when it first looks in a mirror. Only, unlike the kitten, I didn't look 'round the back of the TV set. My eyes were glued to the bastard.

How could I possibly like what's, at the end of the day, a flight sim? I'll tell you how. Masquerading behind a load of seemingly serious missions is a hell of a lot of fun. In other words, it's 'plane daft. The gyrocopter, for example, whose real-life counterpart is that vehicle your parents couldn't afford for your Action Man, features a couple of levels where you've got to shoot Meca Hawk, who's a large, robotic version of one of the six pilots available. Why? Clearly – like us – the developers are not only mad for the N64, they've got a crazy sense of humour that comes across in the game.

An early hang gliding mission involves photographing a flame coming out of a chimney stack. Fly too close to the

FIRST IMPRESSIONS

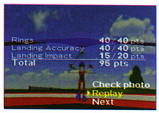
Looks and sounds like a dream. Controls very sensitive and slightly fiddly. Fine 'front end' and six daft-looking characters entice you into their fabulous flying world

PilotWings 64

Goose is in trouble here. If he doesn't hit a warm air thermal soon he'll be burst. And his body'll look all slug-like

What better way to pass the day than taking pics from a hang glider?

More rings than you'd find in Lady Di's jewellery box



Not bad! If only the impact had been a little softer...

Ah, the awkwardness of targeting when using the 'outside' view

The birdman stage is essentially pointless, but then so is life...

▶ All the action takes place on four different islands – Holiday Island, a happy-go-lucky purpose built amusement park where there's no dangers of daft DNA dinosaurs running rampage – Ever-Frost island where it's always... you can work it out for yourself – Crescent Island, a green and pleasant U-shaped (or C-shaped if you believe the manual) land mass and Little States, which is a smaller version of the USA, a bit like Britain really...

As Noely commented in his own inimitable way, the mint thing about PilotWings is that you can come back to it again and again and play it whichever way you fancy (if you fly around forever, for example, so long as you've got a bit of fuel – if you need it – no-one from the gameplay police is going to barge in and spoil your fun). Not only that, everyone just gets on with their business in their own little virtual world.

Steve, on the other hand, just can't help but enthuse about PilotWings. To put that into its true context, Steve's the type who'd react to winning the lottery by uttering an expressionless, 'Nice one,' before admitting that he couldn't even remember having a go in the first place.

PilotWings was a benchmark SNES game that I didn't like. Nor have I ever really had time for flight simulations of any kind. To admit to loving PilotWings 64, therefore, just shows what a great piece of software this is. Not that I'll ever admit it to my missus, that is. Is that the time already?

N64 Score

STAMP OF APPROVAL

READ N64 PRO regularly and you'll find that rarely do we all agree that a game's spot on. When PilotWings is on, however, I've heard the phrase, 'It can't be faulted,' numerous times around the office. This may not be true, isn't true in fact, but the fact remains that it's a game that graces what is a fantastic console system. There are only minor faults I can see. For example, when the vehicles crash land the impact is less than convincing – this has to be down to Nintendo not wanting to upset anybody by wanton death and destruction. The lighter pilots can be sensitive to the point of angry wife-ness and sometimes the radar can be slightly misleading. Nit-picking I know, but for a game to score higher than this it's gonna have to be nigh on faultless. *ALEX*

● ***STEVE*** **The most essential game for the N64 so far if you ask me. And no, I've not forgotten Mario and the others. Good as they undoubtedly are, they just don't draw you in in the way PilotWings does**

● ***NOELY*** **Not as immediate as most games but don't be fooled. Beneath the seemingly slow paced exterior lurks some devilishly addictive gameplay. Yet another Miyamoto influenced masterpiece**

● ***MARK*** **I avoided this initially as Super Mario 64 dominated my early N64 days. However, when I did finally have a dabble I was pleased to find another amazing piece of programming. Recommended**

● ***READER REVIEW*** **Although I'm not a lover of single player games, this one really gripped me to the extent that I almost missed a game of Sunday football for Maccabi** ***DAZ BREWER, MANCHESTER***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

91%

The snot went rolling down the hill, parlez vous...

Yes. Ring cleared. Come on. You're doing well

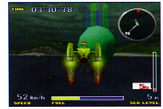
Gyrocopter/Ocean Colour Scene juxtaposition

The best view for taking pics while hang gliding

flame and the hang glider doesn't burn to a cinder, your pilot and his craft just get badly frazzled. The pilot lets out a pitiful yelp of pain which can be heard above the quieter but equally hilarious gas fire-igniting sound that accompanies it. If you land successfully, you can sit back and enjoy the replay as your cajun-style gadgie and glider combo hit the touchdown target.

The third class of vehicle is the rocket belt, as first seen on one of the early gadget-loaded Sean Connery Bond movies. This one's by far the most futuristic vehicle, yet rather than place it in a futuristic context, the scoopers have stuck to the same present-day landscapes that form the idyllic backdrop to the action for the other two flying machines.

One of the trickiest parts of the game is negotiating your rocket belt pilot through a series of underground caverns where it's not unheard of to complete without scoring a single point as you've been penalised so many times along the way for bashing your pilot into the sides and the roof of the caves! ▶

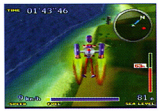


Okay, so it's not a large mucoid sphere. Or is it?

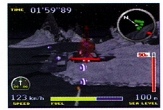
Water way to go. Rocket bolting to victory

Noely's favourite screenshot of all time, cos there's a car in it

Dodgy landing. Too fast and the wrong angle of approach

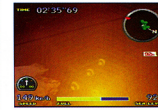


Ain't no river wide enough, ain't no mountain high enough

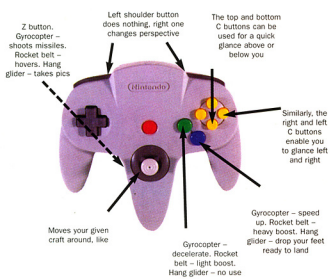


Should have shot more by now. Time points about to be lost

Meca Hawk, PilotWings' ultimate rankster



Play this while listening to Pink Sunshine by Fuzzbox


Z button. Gyrocopter – shoots missiles. Rocket belt – hovers. Hang glider – takes pics
Left shoulder button does nothing, right one changes perspective
The top and bottom C buttons can be used for a quick glance above or below you
Similarly, the right and left C buttons enable you to glance left and right
Moves your given craft around, like
Gyrocopter – decelerate. Rocket belt – light boost. Hang glider – no use
Gyrocopter – speed up. Rocket belt – heavy boost. Hang glider – drop your feet ready to land

Could this be the most self-explanatory screen shot ever? Answers on a postcard to the usual address

Cheat Zone

Turok: Dinosaur Hunter

Turok's a classic game where you get to declare open season on dinosaurs. Here's a vast array of cheats to make their extinction simpler and more fun than ever before

Select the Enter Cheat option from the main menu and enter any of the following cheats. Then select the cheat menu to activate them. Obvious enough when you think about it.

Pen and Ink Mode: Type in DLKTDR to play the game with wireframe graphics. "Do you like to draw?"

Disco Dancing Mode: SNFFRR Strobing lights and raving enemies. "Saturday Night Fever Forever"

Infinite Lives: FRTHSTHTTRLSCK "For those that truly suck"

Gallery Mode: THBST View all the enemies. "The best"

Credits: FDTHMGS "Feed them guys"

Spirit Mode: THSSLKSCL Invincibility and slow moving enemies. "This is like, so cool"

All Weapons: CMGTSMMGGTS Sort them out with the tool of your choice. "Come get some, maggots"

Unlimited Ammo: BLLTSRRFRND Always comes in handy. "Bullets are your friend"

Dana's Mode: DNCHN Teeny weeny enemies. "Dana Cohen"

Greg's Mode: GRGCHN All weaons , Unlimited Ammo, Credits and Big Heads. "Greg Cohen"

Robin's Mode: RBNSMTH Greg's mode with added invincibility "Robin Smith"

Quack (Quake!) Mode: CLLTHMTN Makes the whole game look lousy. "You call that animation?"

Pretty Colours: LLTHCLRSFTHRNB Looks like an bad dose of acid. "All the colors of the rainbow"

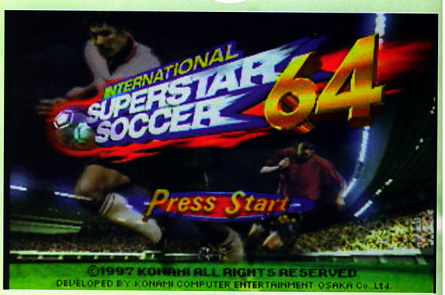
Show Enemies: NSTHMNDNT Enemies appear on the map. "Now you see them, now you don't"

The Big Cheat: NTHGTHDGDCRTDTRK Weapons, Ammo, Invincibility, Level warps. Be greedy and have the lot. "On the eighth day, God created Turok"

Cheat Zone

ISS 64 scorers' guide

Game of two halves, 11 a side, shirts for goal-posts. Huge heads, soft goals and cheating? It's a disgrace. It didn't happen in my day...



YOU CHEATING BAST...

Hidden Teams

International Superstar Soccer 64 contains six additional, hidden teams that become available when you win the World League Mode. To get these extra teams without going through all of that, all you have to do is enter the code below at the Title Screen: (use the D Pad for the directional input) Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, and then while holding Z press start.

Do this correctly, and you'll hear the announcer say, "What an incredible come-back!" Now go to the Team Selection screen and there should be a seventh group of teams — All Stars. These new Super Teams are Euro Stars A, Euro Stars B, Asian Stars, African Stars, All American Stars and World Stars.

N.B. The same code works in J-League Perfect Striker, except that you only get two new teams.

Huge Swedes

Don't know what the fascination is with including Big Bonce modes in all these sports games. However for a bit of a giggle if you want to get "big headed" players in ISS 64, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then while holding Z press Start. Do this correctly and the announcer will shout Goal. Now when you start the game all your players will look like Frank Sidebottom.

Iss 64 Tactics

The real beauty of ISS 64 is that there aren't really any sure fire methods of scoring. So while this isn't a list of cheap goals it does represent some sound advice that should see you hitting the back of the onion bag with increasing regularity.

Rebounds

Having a shot from the edge of a crowded penalty area can often reap dividends. Even if a defender is in the way and blocks the shot the opposition keeper will very often dive for the shot. Now if you are quick you can latch onto the rebound while the keeper is still stranded and fire it home.

Round the Keeper

Rebound shots are all well and good but for a true test of striker prowess you need to

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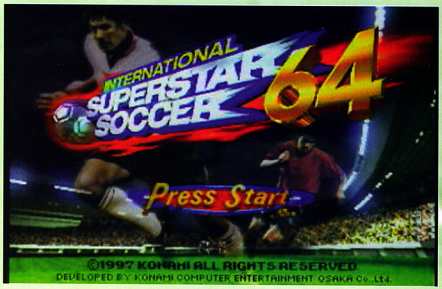

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Round the Keeper

Rebound shots are all well and good but for a true test of striker prowess you need to

master the art of rounding the keeper. In an one on one situation wait until the keeper rushes out at you then turbo diagonally past him and slot the ball home.

Free Kicks

Initially scoring from free kicks seems quite difficult but the main thing is knowing just how much power to put into the shot. From near the edge of the box aim the arrow at the far corner of the net furthest away from the keeper then use half power. Too much power and the ball will sail over the bar but judge it right and the ball should sail over the wall and into the top corner of the net.

Round the Back

As John Barnes once said "there's only one way to beat them get round the back". Get to the byline and do a medium chip shot to cross the ball, with optional aftertouch. A volleyed or headed goal will invariably follow if you are quick enough in the box.
As a variation on this try a pass instead of a cross and immediately pressing shoot to volley home. Occasionally you'll see a man spare in the box with his hand up pleading for a pass. Give it him for a sure fire goal scoring opportunity.

Long Shots

Unlike some footy games ISS 64 maintains a semblance of realism making it difficult to score from far out especially with your keepers on the highest skill setting.

However, if you're near the edge of the box in space try a shot on goal by holding the shoot button and a diagonal direction (with optional aftertouch) to aim the ball into one of the top corners.

Easy on the Gas

Although it's tempting to turbo everywhere this quickly tires out your players. It's far better to use the sprint button more selectively. For example for a swift change of pace to outfox an approaching defender.

FIFA 64 soft goal guide

During a match, press the Control Pad in any direction to make the crowd "BOO!" your opponent. It will work several times per half.

You're Not Singing Anymore

After scoring control the crowd noise by pressing the camera buttons. Up C is a chant, Down C an air horn, Left C a chant, and Right C the dramatic "Gooooooaaaaaiiiii!!!"

The David James

If you find yourself in a one on one with the keeper wait till he rushes out to stop you then turbo to one side and back again. Now with the goalie stranded and flailing around in no mans land rifle the ball into the empty net. Easy, easy, easy.

The Andy Dibble

If the opposition goalie has just caught the ball do a Gary Crosby by positioning yourself just in front of the keeper as he attempts to kick the ball upfield. As he hoofs it, tap B repeatedly and very often he'll kick it at your player who will deflect it goalwards. Easy, easy, easy.

The David Seaman

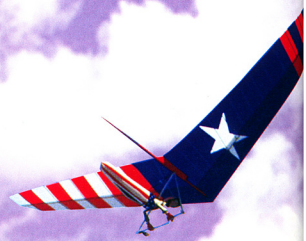
When playing against the computer if your keeper saves the ball with his hands (goal kicks don't work) it's possible for him to time waste by holding the ball until the end of that particular half. Bit of an arsenal tactic that won't win you many admirers admittedly but it's effective!

Cheat Zone

PilotWings 64 experts' guide

No room for vertigo here! If you want those PilotWings you're going to have to overcome your fears and be dragged along to quite frankly dizzying heights! Want some help?

The finest. The absolute finest. You already think you know how much we love Pilotwings from the review but you'll never know just how much until you play it yourself! And to ease you in (and show off just how good we've got at it) there's no better way than writing the definitive guide is there? No, we didn't think so!

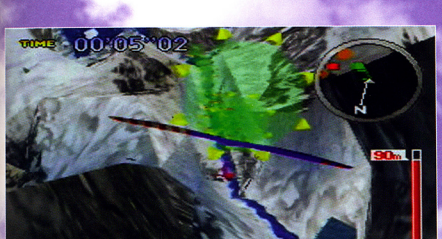


HANG GLIDER

The trickiest to master of all the craft, at least it's the hardest to land! This is little more than a large wing which you strap yourself into. As with any glider, without wind all you can do is fall. Pushing the nose down increases the rate of descent, but also raises speed. Pushing the nose up, swaps horizontal speed for height if you've got enough speed, but remember anything below 30km/h risks a stall, the hang-glider losing lift and diving. To avoid this, the speed read-out changes when it drops below 35km/h and a beep is heard as stall speed approaches. If you want to make your flight anything more than an elegant fall, you need to use thermals well. These are rising currents of warm air which can lift the hang-glider hundreds of metres into the air.

Visually, thermals are shown as columns of grey-white smoke while on radar they appear as orangey-brown circles. Landing is probably the trickiestaspect of the hang-glider to master, a perfect approach with a low, slow descent leaves little margin for aborting and going around again for another try. 'A' and 'B' both move your pilot into position for landing. Try to approach as low as you can to allow the pilot to run along the ground as he lands. Master this and you've pretty much mastered the hang glider!

Special Feature: The hang glider is equipped with a camera which is activated with the 'Z' button, bringing up an aiming sight, and releasing 'Z' takes the picture. While you can take pictures on any mission, some demand it as part of your mission objective, and toward the end, these pictures will be judged on quality, meaning if part of the subject is cut off, you receive less points!



Hang Glider – Class A – First Lesson

The first test involves taking a photograph of a flaming chimney and making a safe landing.

As the level begins, bank left slightly and dive hard to build up airspeed. You should level out just high enough to clear the small ridge behind the three trees to your right. Maintain this low altitude until you get into the thermal directly ahead of you.

Once in the thermal, flare the glider hard to gain maximum lift from the thermal and bleed off your excess airspeed. When you gain 100 metres in altitude, bank right to aim your glider directly at the chimney. Arm the camera now by pressing and holding down the Z button. When you can see the top of the flame inside your lensfinder fire off all six shots. As soon as your camera is empty, flare and break hard left to avoid getting roasted (even though no points are lost if you do burn yourself). Head north towards the thermal, but don't go in it. Lose all of your excess altitude and speed, until airspeed is at or below 50 kph and altitude is between 30 and 40 metres. Bank right towards the landing zone. A correct approach and a soft landing should easily net you the gold!

Hang Glider – Class A – Second Lesson

The second test requires flying through a series of rings and landing successfully.

As the level begins, you run and jump from an elevated platform. Immediately push the nose of the glider all the way down, or rising air currents will make it impossible for you to fly through the first few rings. You'll find yourself flying down through a narrow valley, with a line of rings to fly through. The trick here is to keep the nose down hard until you get about one third of the way through the rings. At that point, you can bring the nose back up and concentrate on flying through the remaining rings.

This lesson is a bit like a game of chicken really! The longer you can hold your nerve and stay on target through the rings the higher your points will be at the end. Fly through as many rings as you dare, while the mountain directly in front of you gets closer and closer. When you've had all you can take, flare the glider hard and break hard left. For a while, you'll be flying straight up the mountain. When you can see clear sky ahead of you, level off and bank right to find the starting point of your approach. The glide path will be very shallow because at this stage you shouldn't be much higher than the landing zone itself! A soft landing should be no problem, if you've made the preceding manoeuvres correctly.

Hang Glider – Class B – First Lesson

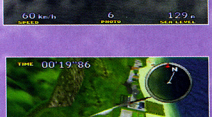
The first test involves riding different thermals to achieve an overall altitude of 400 metres.

As the level begins, bank slightly left and dive the glider to increase your speed. Keep the nose down until your airspeed reaches 75-80 kph. Level off and head straight through the thermal, don't worry about losing speed, you need to go for the altitude. You should reach at least 150 metres in the first thermal. Bank right and head for the second thermal. Again, go straight through this, until you achieve about 275 metres. Catch the third thermal and ride it to 350 metres. The fourth thermal is the biggy. Once inside it, trade almost all of your airspeed for altitude until you reach 400 metres, at which time you want to bail out of the thermal by breaking left. The landing zone is at around 310 metres in altitude, so you'll need to circle around, losing speed and altitude. Start your approach at about 320 metres with a speed should below 50 kph and you should drift in beautifully.

Hang Glider – Class B – Second Lesson

The second test involves taking two photographs and landing successfully.

Before the level begins, take a look at the sample pictures and try to imagine what your altitude (position in the sky) would have to be to capture this exact picture. Upon lift-off, bank right and make a large circle over the island, and then aim yourself at the red and white boat by the island. After a short flight, bank left and arm the camera by pushing on the Z button. Dive in toward the whale, which moves and appears in generally the same area (between the takeoff area and the



island), and take three shots.

Break left and head for the thermal to the right of the landing zone. Once in the thermal, go to 150 metres in altitude and break left, heading toward the centre of the island. When the hotel is almost directly off your right wing, break right and prime your camera. Dive toward the and squeeze off your last three shots. Flare the glider hard and break either left or right to avoid hitting the hotel. Fly directly back toward the island in the bay. When your altitude is about 50 metres, break left and head straight back to the landing zone in front of the hotel, where you'll need to land.

Hang Glider – Class B – Third Lesson

The third test involves landing on the pad in precisely three minutes.

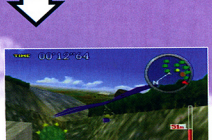
The main thing to remember here is that you've got enough altitude at lift off to complete this mission, so don't worry about thermals and all that nonsense! Get over to the airspace above the LZ as soon as you can. Your route isn't that important. Try to time your approach so that you reach your IP over the ocean when the clock reads 2:30. The ideal speed and altitude at IP was found to be 55 kph at 55 metres of altitude. The landing should be a piece of cake.

Hang Glider – Pilot Class – First Test

The American prairies, huge flatlands with thermals every way you look. Try and soar as high as possible before the four minute time limit runs out, after which the thermals simply disappear!

To get a perfect score you'll need to rise

Cheat Zone: PilotWings 64 experts' guide



to a magnificent 700 metres! The best way to do this is to take the first thermal directly ahead of you as and then follow the next two big ones on the radar.

It really helps to use one of the lighter pilots on this one as it really helps to get those few extra altitude points. You also need to take your time over the landing because you're dropping a long way in a short time and it's easy to get impatient and rush things, ruining an otherwise perfect flight.

Hang Glider – Pilot Class – Second Test

The Grand Canyon plays host to some rotating hoops, you must fly through eight of them and then land.

Time is critical to scoring well, so work out a fast, compact route collecting the first three hoops from the initial dive is a good start. Remember, there are 15 rings but you only have to fly through 8 of them so don't panic if you miss the odd one here and there. Advice is pretty useless on this one, all you need to do is work out the fastest route through eight rings that works for you, and from there it's just a routine landing!

Hang Glider – Pilot Class – Third Test

You must photograph Messie the monster, a cruise liner and finally the Space Shuttle on spectacular night trip.

Each shot is marked individually according to composition (if half the subject is lopped off you get marked down), distance and so on. Look at the radar (and have a look at the sample photos again to get an idea of what's required). Take the photos in the order of monster, liner, shuttle and this is fairly straightforward mission for a proficient PilotWings player. The only thing to remember is that after you've taken the cruise liner

photo you'll need to pick up speed to get to the shuttle in time. It's about to take off and won't hang around waiting for you to slowly drift by!

ROCKET BELT

The rocket belt is arguably one of the more enjoyable vehicles, consisting simply of a pair of rockets strapped either side of your character. The rockets can be swung through 180∞ from directly forward (reverse thrust) to downward (vertical thrust) to backward (forward thrust). The angle of the rockets is controlled by the joystick, as is the horizontal position of the character, with left/right rotating the character around.

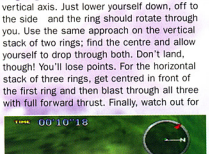
Button 'A' provides a strong thrust, while 'B' gives a weaker one useful for fine manoeuvring. As so much of the rocketpack missions involves landing or close manoeuvring, choosing your camera angle is unusually important. 'R' changes the usual, behind-the-character view to a handy, directly overhead perspective. It's also a good idea to use the yellow 'up' camera button to angle the perspective slightly overhead at times.

Rocket Belt – Class A – Course 1

This test involves flying through a series of horizontal and vertical rings.

Before you start, you should definitely study the map to learn where all the rings are. There's no one correct path to take, so you're on your own there. There are a few things you should look out for. The closest ring to you is rotating on a wild horizontal axis, which means it's just not spinning in the same place, it's moving all over the place. The spinning ring in the centre of the city is on a fixed vertical axis. Just lower yourself down, off to the side and the ring should rotate through you. Use the same approach on the vertical stack of two rings; find the centre and allow yourself to drop through both. Don't land, though! You'll lose points. For the horizontal stack of three rings, get centred in front of the first ring and then blast through all three with full forward thrust. Finally, watch out for

Special Feature: If you press 'Z' the rocketpacks emit blue, station-keeping jets which instantly stabilise your position. While these burn up prodigious amounts of fuel, they're highly useful if used wisely. You can, for example, rocket about at maximum speed using the station keeping jets only at the last moment, and very briefly, to dump speed and perfectly set you up for a landing.



the undersides of overpasses! Hitting those will rob you of valuable points, as well.

Rocket Belt – Class A – Course 2

This test involves jumping and landing on a series of temporary landing pads.

The course is a straight downhill series of landing pads that disappear soon after you've landed on them. Here's a few basics to help you score on this one. First, use your radar! After landing on a pad, circle your flyer until the next pad appears directly in front of your icon on the radar screen. That way, you'll at least be pointed in the right direction. Second, when you take off, do it horizontally, not vertically! As stated earlier, this is a downhill course. You don't want to waste fuel and time gaining unnecessary altitude! Third, the course is downhill all the way, except for getting to the final landing zone. There is a hill in front and above you, so you will need to climb some to avoid smashing into it. Don't be afraid to use the Z button to anchor yourself in space. While this does use up a lot of fuel, it will make finding and landing on those pads easier! Besides, you do get refuels a little by landing on each pad.

Rocket Belt – Class B – First Lesson

This test involves hitting and popping all the balloons and landing safely.

There are two schools of thought on the best way to do this mission. After powering at high speed through the blue balloon, it splits into five orange balloons, each of which has to be popped. Here's where the two theories come in. In the Vertical theory, one positions oneself above a balloon and falls through it, causing it to pop. The advantage here is that it's easy to keep track of all the balloons. In the Horizontal theory, You power through the group of balloons, hopefully popping more than one on each pass. The advantage to this method is obvious. After you've popped all the balloons in the first group, you get to repeat the whole thing again with the second group before landing. Easy!

Rocket Belt – Class B – Second Lesson

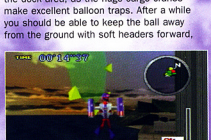
This test involves flying through a series of rings and landing.

This is exactly like the second level test, except that it's snowing, you're in the mountains, the wind is really blowing, and there's more of those bloody rings! Try to visualise a course through all the rings by looking at the map and make sure that you run through all the time rings (rings that have clocks in them) for extra points. Planning is everything in this level. Again, most of these Rocket Belt levels are timed, so be prepared to do everything as fast as you can!

Rocket Belt – Class B – Third Lesson

This test involves pushing a huge great balloon into a goal.

This test is actually quite a bit of fun and can be explained rather simply. Think of it as playing a really big game of football where you're only allowed to score with your head! Simply line yourself up on an imaginary line that runs from you, through the balloon and into the target. Once you're on that line, give the balloon a hearty push. Try to keep the balloon out of the dock area, as the huge cargo cranes make excellent balloon traps. After a while you should be able to keep the ball away from the ground with soft headers forward, and a skillful player should even be able to score without the ball touching the ground! You should also note that by hitting the balloon high or low, or left or right of centre will cause the balloon to bounce or veer in unexpected directions. At times annoying, but also very useful if you only need to make a minor course adjustment.



Rocket Belt – Pilot Class – First Test

A straight test of how well you can control the belt in a tight, confined space.

You start outside a tunnel running through a mountain. You must manoeuvre your way to the end, negotiating several vertical descents before exiting to fly through the goal. You earn points for only one thing: time. The faster you get to the goal, the more points you earn — but it's very easy to end up bouncing off the walls and racking up lots of penalty points. The best tactic is travel down the corridors at maximum speed, relying on brief burst of the station keeping jet to stabilise you at turns. Expect the camera angle to freak occasionally, especially during descents when space is tight and the game struggles to find a clear angle for the camera.

Rocket Belt – Pilot Class – Second Test

Push the ball into the goal again to complete this test.

The objective is simply to guide a huge bouncing green ball to the blue/green column that acts as a goal. The best tactic is to get it airborne and keep it there, if you simply nudge it into rolling down the mountain it will get stuck in a gully. Speed is the only factor here, but once you get over the ocean it's all too easy to forget your height and end up going for a swim!

Rocket Belt – Pilot Class – Third Test

A tougher version of Class A - Lesson 2 where you must move from floating platform to floating platform. Two of the pads are located under rock ridges, and one of them is deep inside the mountain so careful manoeuvring is crucial, not only to avoid bouncing off walls, but also to avoid penalty points for landing too quickly!

GYROCOPTER

This is the most conventional of the three principal vehicles, handling like a normal aircraft although its lack of normal wings mean its ability to glide when fuel runs out is limited.

During normal flight press A to increase power, and therefore speed, and press B to throttle back and slow down. On most missions, time is critical to your score so you should keep the green button held down, throttling back only when absolutely necessary (for instance attempting a tight turn or during your landing). As with all the craft, landing is very important for points.

Try and come down as close to the centre-line as possible, gently easing back on the throttle for a soft descent through the last metre or two. And line up your approach as you would do a real plane. Don't come in at an angle and attempt to straighten up at the last second, because that'll never work, an fails every time.

Special Feature: The gyrocopter is the only vehicle with a weapon - a mounted rocket launcher with an infinite supply of ammo. Pressing the 'Z' button brings up an aiming sight and releasing it actually fires the rocket. Generally, it's better to change into first-person perspective by pressing the R button when you're aiming the rocket.

Gyrocopter – Class A – Course 1

This test involves flying through a series of 15 vertical rings.

These events are timed just like the Rocket Belt lessons. Again, the first thing you want to do is to 'pre-fly' the course while looking at the map if you can be bothered. In this case, however, there is a definite course you should take. After rotating from the runway, fly around the island in a counter-clockwise direction, in order to get through the first eight rings. While these rings aren't all facing the same direction

Cheat Zone

PilotWings 64
experts' guide

or at the same altitude, this first section is a breeze. After flying through the eighth ring, throttle up to full power and bank the gyrocopter, while lining up with the groove cut into the hillside. At the top of the hill, you'll see a land bridge with a ring under it.

Fly through both and then immediately dive hard and bank right to get through the ring on the beach. If you get through that one, the rest is a piece of cake. Just make a big counter-clockwise circle and you should hit all the remaining rings. In fact, the last two rings actually show you the best place to begin your landing approach! You should not though, that in order to get maximum time points, you'll need to practice this until you can run the whole course at full throttle!

Gyrocopter – Class A – Course 2

This test involves blowing up three targets with missiles.

What can we say? This is pure fun! Not only that, but it's easy, too. Take off in the gyrocopter and use your radar to locate the three targets, one at a time. Arm your missiles by pushing and holding down the Z button. A target sight will appear on the screen in front of you. To fire a missile, simply release the Z button when the centre dot of the reticule is overlaying the centre of the target. These missiles and their targeting system are extremely accurate. That's important, because there's really only two simple clues to this lesson. First, make all your shots long shots. This mission is timed and long shots mean less time in the air, flying toward the target. Second, after hitting all three targets, head for the runway at full speed. In fact, if you can accurately get off all three long shots at full throttle then you're almost guaranteed a perfect score, unless you cock the landing up of course, which by this stage you shouldn't really be doing!

Gyrocopter – Class B – First Lesson

This test involves flying through a series of vertical rings.

Again, this is a timed event with a twist: the next ring you need to hit doesn't appear on the radar until you've passed through the current ring! Plus, there are special white rings, which generally are in harder places to get through, like under bridges, which will bring you extra points. Most of this course is low level, extremely fast flying, so it's pretty hairy stuff at times! A sight to keep your eyes open for is the Space Shuttle lift-off occurring just to the right of your landing zone. You've really got to fly by wire on this one, due to the way the next ring doesn't appear until you've flown through the previous one.

Gyrocopter – Class B – Second Lesson

This test involves blowing up ten targets with missiles.

The key here is to get as many of the easy targets as quickly as you can. About eight of the 10 targets could be classed as easy, what makes the last two 'hard' is that they're located deep in the river valley, where the swirling wind really knocks your gyrocopter around quite a bit. Remember that you can have two missiles in the air at any time and that your aiming system is really accurate. Long shots are your best bet for the easy targets. Just locate them, line them up and blow them away. This is a timed mission, but it's so much fun, you probably won't even mind playing it a few times to improve your score.

Gyrocopter – Class B – Third Lesson

This test involves blowing up a living, moving target - MecaHawk.

Again, there are two schools of thought on this one. The first involves trying to get as many long shots in on MecaHawk as possible so he can't knock you down with his rocks. This does work, and as long as you stay lined up on him, and keep firing you won't have to worry about his rocks too much.

The other way is to get down low and be moving fast. Try to keep the altitude between 20 and 40 metres and the speed as fast as you can handle. Weave around; don't just come in straight. You'll be clobbered if you come in that way. Lurch around and try to get in really close, then loose off two missiles, almost at once. If you can get this technique down, you can finish him in three passes, giving you a great chance of maximum time points.

Gyrocopter – Pilot Class – First Test

The step up to Pilot Class begins with a straight out speed and manoeuvrability test.

Another spinning rings mission, but this time there are rings within rings, rings half-buried in snow and a strong wind to contend with. If you complete the first few hoops fast enough, the white globes will turn into white bonus hoops. Following this route brings higher points than carrying on through the blue rings. Speed control is vital when manoeuvring through rings which spin on their axis.

Apart from that there little advice of any use. Watch your radar and keep your finger near the break in case you spot any of the rings late and need to turn sharply.

Gyrocopter – Pilot Class – Second Test

Shoot 20 balls, then land.

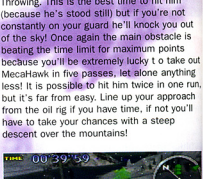
Dozens of blue/white balls are floating above the island. You only have to shoot 20 of them and land. The shooting isn't a problem, beating the time limit is. It's possible to take out at least ten on a single pass, especially if you aim for the balls that are clustered together, but you're going to have to be a pretty hot shot if you're to clean up in anything less than three passes! You'll know you're in with a chance of a score if you're making your way to the landing zone inside two minutes. Otherwise you may as well forget it! Keep your thumb jammed on decelerate and don't stop shooting!

Gyrocopter – Pilot Class – Third Test

MecaHawk returns!

The stone man returns, but this time he's gone for a swim and he dives when hit, making it almost impossible to hit him! Watch out for some nifty ice block

Throwing. This is the best time to hit him (because he's stood still) but if you're not constantly on your guard he'll knock you out of the sky! Once again the main obstacle is beating the time limit for maximum points because you'll be extremely lucky t o take out MecaHawk in five passes, let alone anything less! It is possible to hit him twice in one run, but it's far from easy. Line up your approach from the oil rig if you have time, if not you'll have to take your chances with a steep descent over the mountains!



BONUS GAMES

Cannonball

One of the biggest thrills found in PilotWings 64 is the ability to shoot yourself halfway across the country like a cannonball. Since the only place available for a soft landing is a landing target, below are all the numbers you'll need to get there on your first shot.

While the following numbers are guaranteed to get you inside the bull's eye, you may need to make some minute adjustments to ensure a rating of 25 points on each shot. Also remember to recalibrate the cannon after every shot. Just leaving the cannon on your last setting and firing a second time will result in an even lower score than the previous attempt.

While most of these shots are calibrated for full power, some require less. In these cases, a little trial and error will get the best results.

Round one

Cannon 1
V:1-2 degrees
H: W 50 degrees N
P: Full

Cannon 2
V: 12 degrees
H: S 70 degrees W
P: Full

Cannon 3
V: 18 degrees
H: W 30 degrees N
P: Full

Cannon 4
V: 4 degrees
H: S 87 degrees W
P: Full

Round two

Cannon 1
V: 10 degrees
H: S 65 degrees W
P: Full

Cannon 2
V: 5 degrees
H: S 12 degrees W
P: 1/2 (a little less)

Cannon 3
V: 29 degrees
H: W 28 degrees N
P: Full

Cannon 4
V: 18 degrees
H: E 49 degrees S
P: 3/4

Round three

Cannon 1
V: 13 degrees
H: E 23 degrees S
P: Full

Cannon 2
V: 7 degrees
H: S 85 degrees W
P: 1/4

Cannon 3
V: 52 degrees
H: S 41 degrees W
P: Full

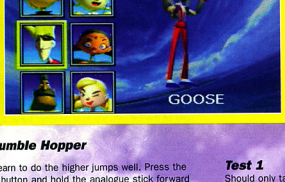
Cannon 4
V: 45 degrees
H: E 54 degrees S
P: Full

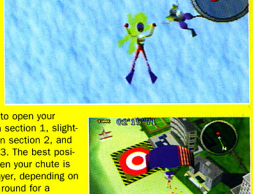
Symbol Key:
V = Vertical
H = Horizontal
P = Power

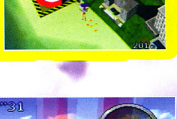
SkyDiving

Each of the three bonus parachuting sections is made up of two sections. Formations and landing. The formations part is quite simple once you get the hang of it, but you need to make sure you get the angle of your diver into almost exactly the correct position in terms of height, and angle, both in relation to the shadow you're trying to fill and the positions of the other divers. And do it quickly! May seem like a cop out but there's no real technique to it, you've just got to practise!

Now landing's very tricky to get the hang of at first. It's all about when you open your chute, and the position you're in when you open it. A rough guide to heights is to open your shoot at around 100m on section 1, slightly lower (but not much!) on section 2, and around 400m on section 3. The best position to be in when you open your chute is down to the individual player, depending on whether you like to circle round for a smooth landing, or plummet into a potential leg breaker!







Jumble Hopper

Learn to do the higher jumps well. Press the A button and hold the analogue stick forward to about half way. Get it right and your character will perform a double roll in mid air. The combination of this and a successful long jump (A button and and stick fully forward) should see you through with ease.

Test 1

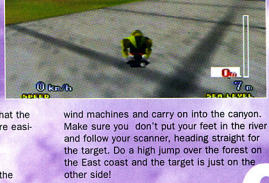
Should only take six or so jumps into the goal this one and couldn't be an easier introduction really! Head past the nearest fountain, then over the airport and onwards to the goal

Test 2

You'll have to go round the outside to get in to the goal on this one. Quickest way is to head for the North of the island and find the little village. Above this is a path through the trees. Once you're through that the goal is in sight and you'll be there easily in a couple of jumps!

Test 3

Go up the mountain, head past the wind machines and carry on into the canyon. Make sure you don't put your feet in the river and follow your scanner, heading straight for the target. Do a high jump over the forest on the East coast and the target is just on the other side!



Shadows of the Empire Challenge point guide

Want to know how to get every single challenge point in Shadows of the Empire? It's worth it because I bet you didn't know that each difficulty level that you collect them all on unlocks one of the game's many secrets! You'll have to play it to find out what they are, but here's how to get them!

LEVEL 1

Battle of Hoth (3 CPs)

In order to get the three challenge points for this level you must successfully use your tow cable to bring down all three of the AT AT vehicles.

LEVEL 2

Escape from Echo Base (10 CPs)

CP1: In the large open chamber where the Millennium Falcon takes off, there are two exits. Take the right junction and you will come across a door leading to a control room. Inside that room, go left into the area with the red column and press against a stand out grate on the opposite wall to open a panel and reveal a CP.

CP2: Leave the control room and follow the icy corridor until you see some stacked crates covering the entrance to a secret area. Destroy the crates, and the Wampa behind them, to reach the CP.

CP3: When you reach the first open area (with the bridge across the ravine) there is a small ledge directly to the right of this side of the bridge with a CP on it.

CP4: After the bridge you pass through a small tunnel and into another open area. Once again follow a cliff-edge path round to the right to find another CP.

CP5: In the second stage of this level, as you enter the large room with the stairs leading to a catwalk directly in front of you, there are two large generators on your left and right. Jump up onto the one on your right and walk round the turbines to the back for a CP.

CP6: As you walk up the stairs onto the catwalk you will notice a hole in the wall directly in front of you (by the T-junction). Jump across the ravine into it for a CP.

CP7: After you have returned power the generators and come back down the lift, you will the see the that the two turbines on the left and right of the catwalk are now moving. Jump over the catwalk rails and down into the right side turbine, then follow it round for a CP.

CP8: While you are in the right side generator, follow the turbine round till you will come across a clear jump to the left hand generator. Jump across and follow it round for another CP.

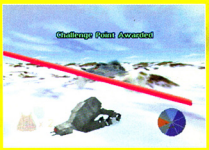
CP9: In the long room where the ice cracks and the two platforms start moving apart, get on the left hand side platform, near the entrance, and wait. Eventually, a CP will appear out of the left hand wall.

CP10: In the corridor that leads from the room where you battle the AT ST to the hangar where the Outrider is docked, there is a clump of crates that block the entrance to a secret room. Blast the crates and enter the room. You will need to jump across a ravine to reach the ledge with the level's last CP.

LEVEL 3

Asteroid Chase (6 CPs)

Destroy all six of the red asteroids that fly around your ship as you battle the Tie-Fighters. Each one awards you a challenge point. They come in the first half of the mission, so stick to your external view and keep turning.



LEVEL 4

Ord Mantell Junkyard (12 CPs)

CP 1: At the start of the level, the first CP floats past as the train car moves, and you must time your jump to collect it.

CP 2: Like the first one, only this time you must jump over an obstacle on the left hand side of the train car to get it.

CP 3: Once again you must jump an obstacle to reach the CP, this time on the far right hand side of the train car.

CP 4: Half way through the level a box car pulls level with your train car, with an Assassin Droid and CP inside.

CP 5: As your train car heads inside the Junk Yard processor plant about two thirds of the way through the level, another CP floats past. You must jump in the middle of the car to collect it.

CP 6: As you make your way through the linked train carriages there is a CP floating in the room with the second Train Guard.

CP 7: Climb up on top of the train carriage and make your way back to the rear. Fall off and collect a CP.

CP 8: In the open topped carriage with another Train Guard you must kill the guard, then climb up on the wall and jump to reach the CP.

CP 9: As you jump onto the first hover train, head right to reach a dead end and another CP.

CP 10: Whilst fighting IG 88 there is an obvious CP atop the scrap heap in plain sight. Walk up the slanted bar to reach it.

CP 11: Fall into the left hand side lava vat to collect the CP then get out using the secret door next to it, before you are burnt to a crisp.

CP 12: Fall into the right hand side lava vat and do the same things as before. On Medium difficulty there is also an invincibility power up hidden in there.

LEVEL 5

Gall Spaceport (15 CPs)

CP1: The first challenge point is on top of the Out Rider. Use the nearby rock formation to jump onto the roof.

CP2: Work your way around the cliffs, there is a pathway leading off to an island in the middle of the canyon. The CP is on top of the island, next to some Seekers.

CP3: Once you have collected the Jet Pack, jet up to the top of the communications tower right next you, and you'll find a CP on the roof.

CP4: Now you have the Jet Pack, you need to go back inside the building you just left and down the lift. As you cross the high catwalk inside you will see a CP floating in the air. Use the Jet Pack to get it.

CP5: You have to jet from rock to rock , there is a CP floating high above the SECOND ROCK. You must fly high from the first rock to collect it.

CP6: Near the start of the second stage there is seemingly bottomless pit. Jet down the pit and you will see a secret cave in one of wall faces containing a CP.

CP7: As you travel on the first Skiff you will notice a flat topped rock to your left, about half way to the hangar doors. Jet off the Skiff and fly up to snag another CP.

CP8: When you reach the hangar doors, turn and look into the canyon and you will notice yet another flat topped rock in the distance, to the left of the hangar doors. Its a stretch, but you must jet over there for the next CP.

CP9: After you defeat the AT ST, a panel opens revealing four switches and a CP.

CP10: When you reach the first set of vertical propellers (where you most float down to the bottom) there is a CP hidden in between one of the levels of propeller.

CP11: As you enter the large cave past the second set of propellers, there is a ring of items hanging in the air. One of them's a CP.

CP12: As you travel on level's second skiff a CP floats by above you. You must jump to reach it.

CP13: Hidden above the stationary Imperial Shuttle inside the level's last hangar. Jet up to reach it.

CP14: Whilst fighting Boba Fett, fall out of the arena and jet pack down to the tower's base. There are some weapons and a CP hidden around there.

CP15: Whilst at the base of the tower, fall off the only cliff face and jet down to the ledge near the hangar doors. There is an extra life and the final CP there.

Cheat Zone

Killer Instinct

Serial killa!

If you really want to play this again, how about doing yourself a favour and use the following cheats?

All Options
For access to all options, press Z, B, A, L, A, Z during the story intro

All Uniforms
To enable all colours without training, press Z, B, A, Z, A, L

Change Colours
When selecting your character keep pressing Up or Down to cycle through all that character's colours

Infinite Combo – Glacius
This killer combination will leave your opponent broken and battered. To begin, use Glacius's Liquidize and Uppercut with a Medium Kick. Follow it up by pressing Forward + Fierce Kick. Press these buttons repeatedly to maintain the combo. It won't end until your opponent is dead or breaks free

Level Select
In two-player mode you can select your starting level as follows. While selecting your character, hold any of the following button pairs.
Hint – If you'd prefer to play alone simply let the other player's timer run out

Code	Level
Up+QP	*Wolf Castle*
Down+QK	*Bridge*
Up+QK	*Stonehenge*
Down+QK	*Dojo*
Up+MP	*Jungle*
Down+MP	*Dungeon*
Up+MK	*Museum*
Down+MK	*Spinal Ship*
Up+FP	*Space Ship*
Down+FP	*Street*
Up+FK	*Helipad*
Down+Z	*Sky Stage*

Play as Gargos
At the character select screen, where each character's stats are shown, press Z, A, R, Z, A, B. You will him him laugh if the code works

View Ending Credits
To view the ending credits, press Z, L, A, Z, A, R during Story Mode

Press these for getting all options instantly: Z, B, A, Left Shift, A, Z

Reach the Sky Level
When at the Character Select screen and in Two-player Mode (two joypads must be plugged in), hold down the analogue joystick and press kick (the bottom C button) simultaneously. You should be able to play in the sky (just like with the arcade version). The camera zooms back after your player knocks an opponent off the edge for a wide screen angle

Glacius Infinite Combo
This is a real infinite combo. Use Glacius's liquidize and uppercut with a medium kick for the opener, and then press forward and fierce kick, keep repeating this and the combo will go on until the life bar is gone or the opponent breaks it (or unless your hands get tired). This can also be opened with the Cold Shoulder with a medium punch then forward and fierce kick. This code is manual and harder to break than any auto code

Multi-coloured Players
At the character select screen (same as where you chose Gargos), press Z, B, A, Z, A, L. This code will automatically save, and will enable you to play as the black, gold, and white colours without the necessary training

Play as Gargos
At the character select screen, where each character's stats are shown, press Z, A, R, Z, A, B. You will him him laugh if the code works

Give away

May The Force Be With You!

WIN! *one of three special limited edition widescreen Star Wars trilogy boxed sets*

The Star Wars box set video, from Twentieth Century Fox Home Entertainment, is out to buy on 6 October 1997

Question –

Which actors provided the body and voice of Darth Vader?

a) Stan Laurel and Oliver Hardy
b) Bruce Forsyth and Anthea Redfearn
c) David Prowse and James Earl Jones
d) Matt and Luke Goss

Answers on a postcard to –
May The Force Be With You, N64 Pro, Freepost, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP
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Preview

WCW vs NWO: World Tour

WCW stands for World Championship Wrestling, NWO for New World Order. Both wrestling organisations

By **Alex Lee**

Costume Drama

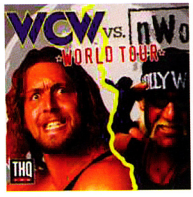
WCW VS. NWO: World Tour brings the wrestling superstars of World Championship Wrestling and the New World Order to the Nintendo 64. Up to 4 players simultaneously can control or scrap against their favourite brawlers, including 'Hollywood' Hulk Hogan, 'Nature Boy' Ric Flair, Sting, 'Macho Man' Randy Savage and Lex Luger, with authentic pile drivers, flying knee drops, body slams, neck breakers, fly kicks, reversals, rope tosses, and figure-four leg locks – a variety of authentic moves, in and out of the ring. So the press release goes. But are we arsed? Maybe...

Wrestling for me, and for thousands of others, is synonymous with Big Daddy, Giant Haystacks, Nagasaki and Mick McManus. Even the bald, late professional Yorkshireman Brian Glover (he of 'American Werewolf, Kes and the milk adverts from about eight years ago fame) once donned a leotard and wowed the old grannies with his in-ring shenanigans. Yes, the overweight fools from the seventies who 'graced' our screens every Saturday tea time just before Final Score will live on in my memory far longer than the likes of 'Hollywood' Hulk Hogan, 'Nature Boy' Ric Flair, 'Macho Man' Randy Savage and Lex Luger.

But hey, what do I know? Millions of yanks watch 'new' wrestling every day live and on TV and I'm sure that people who are the same age now as I was in the seventies (i.e. young and impressionable) must love the latest line of spandex and make-up covered madmen. Spin-off merchandising sales prove this as do sales of wrestling games on lesser console formats.

So what can the N64 version of WCW give us that the previous ones haven't? An extra 32bits worth of sweaty, steroid fuelled, high energy action that's what. At least that's what we're hoping

Large 3D characters re-create the real-life battlers, the only difference being each time they fight on the N64 you don't have to pay them ten grand



Source(s):	Dave Perry (THQ), THQ web site (www.thq.com)
Materials supplied:	Artwork & screenshots on syquest disk and pre-production cart
Extra information:	It's really dead popular in America
Development location:	The US of A
Playable version:	Oh yes
Percentage complete:	90% (gulp)
Estimated release date:	End of February '98

re now considerably bigger than the WWF which ruled the wrestling roost earlier this decade

Left: If you can identify the ?????? wrestlers, write in and win a prize

Nothing beats a good brawl between four nutters, providing of course it's all pretend

Hulk Hogan

Born Terry Gene Bollea, Hulk Hogan was a part time body builder, part time bouncer, very part time musician and full time bank teller. The story has it -and separating fact from reality is difficult in the world of pro -wrestling - that one night while working as a bouncer Hogan met up with wrestler Jack Brisco who immediately saw the potential of this golden haired 6ft 5 inch 300 pounder.

Hogan trained with legendary Japanese wrestler Hiro Matsuda and made his debut in 1978 as Terry 'The Hulk' Boulder. For a short time he was joined in tag team matches by his 'brother' Eddie Boulder (Ed Leslie), an old friend of Hogan's who later became better known as Brutus Beefcake a.k.a Butcher a.k.a the man with no name a.k.a Zodiac.

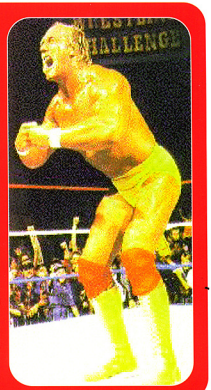
In 1979 Hogan joined the WWF as a heel yet in spite of this fact, the crowds loved him, and in pro-wrestling there is nothing of less value than a heel who isn't hated, so he left the WWF to tour Japan. Hogan was a huge hit in Japan. He fulfilled his desire to be a rock star by recording an album, he starred in a comic book and made nineteen successful tours of the country.

In 1981 Hogan returned to the USA to wrestle for the struggling AWA once again he began as a heel but with the incredible response he drew from the crowd the promoters had no option but to turn him face. Hogan's popularity was such that it was only a matter of time before he would be snapped up by one of the two main promotions McMahon's WWF or the Crockett family's NWA.

Pro wrestling was made for television, it is relatively cheap to produce, takes place in a confined space, mostly indoors and has its own self created cast of colourful characters of the type that television viewers love. And unlike most sport pro-wrestling leaves nothing to chance.

In the early days of television in both the US and Australia pro-wrestling was part of the staple diet. character was perhaps best summed up in the words of what was to become his theme song. 'I am a real American, fight for the right of every man I am a real American, Fight for what's right, fight for your life.'

He became a regular on the talk show circuit, preaching his 'commandments', train hard, eat your vitamins and say your prayers'. Obviously, religion is more important to him than showing off, being a big bully and earning loads of cash. He appeared in cartoon form on Saturday morning television and in movies. Hogan was articulate, witty and effortlessly maintained character. This maintenance of the Hulk Hogan character is yet another link with the tradition of carnival.



Preview: Silicon Valley

With a distinct Mario-esque look and a Zelda-like depth to the whole thing, Space Station Silic

Space Station Silicon Valley (SV) is nearly with us, but still a tantalising two months away. First spotted by the N64 Pros at the Atlanta E3 in June, it looked nigh on finished as far as we could see but DMA's perfectionist approach (it was they who gave the world Lemmings) means that there won't be a PAL version in the shops until the end of February.

SV follows DMA's typical huge multi-genre approach, mixing gameplay elements from the driving, adventure, strategy and (3D) platform genres. The dangers of incorporating too many genres into game play is obvious, and most developers never achieve the level of excellence that they could, or should, have, if they had focused on just one genre (Star Wars: Shadows of the Empire being a case in point). DMA, however, seems fully intent on doing this very thing in both Body Harvest and SV.

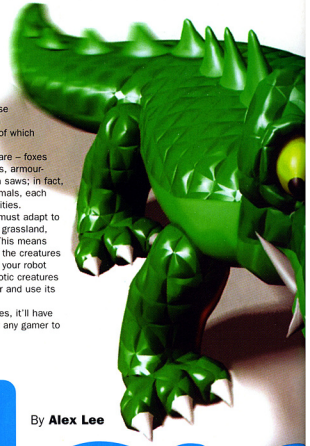
In SV, players control of a small robot who has the uncanny ability to incorporate new technologies into its system. The robot has been sent into what was considered to be a lost space station that was originally populated with robots called nanobots. Nanobots were experiments in artificial evolution, where robots are capable of generating new traits in successive generations.

In trying to model the evolution after real life, the nanobots originally had some animal form such as a rabbit, polar bear or other creature. As fantastic as it sounds, these animal robots have evolved into a number of different forms, many of which are cybernetic.

Some of the animals featured are – foxes with rockets, four-wheel drive lions, armour-piercing turtles, llamas with chain saws; in fact, there are more than 40 other animals, each with a wide range of possible abilities.

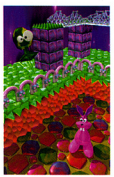
In order to survive, your robot must adapt to each environment (arctic, desert, grassland, underwater, space station, etc). This means learning the skills and abilities of the creatures found within each environment. If your robot can beat one of the station's robotic creatures in a fight, then he can take it over and use its special abilities.

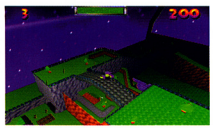
When SV reaches British shelves, it'll have more than 50 levels – enough for any gamer to cope with.



Into the valley

By **Alex Lee**





Your mission, should you choose to accept it, is to save Evo and the earth. To do this you will need to guide Evo through most of the station

Source(s):	Brian Baglow (DMA Design), Gavin White (BMG Interactive)
Materials supplied:	Artwork & screenshots on Mac/PC CD
Extra information:	Nintendo may buy publishing rights to the game
Development location:	Dundee, Scotland
Playable version:	At E3 show June '97
Percentage complete:	90%
Estimated release date:	End of February '98

iley should put the skids under the 64bit competition

Silicon Valley – The Plot

Towards the end of the year 3741, just around dinner time, the long lost Space Station Silicon Valley entered the outer fringes of our solar system. The Silicon Valley project had been instigated to study evolutionary machines. Deemed too dangerous to conduct these experiments on earth, sun orbiting space stations were constructed. One went missing... Now it was back!

After centuries in space, the structure seemed intact, some activity was detected, but no contact could be made with the occupants. Speculation ran rife. Could the original scientists be alive? Their offspring? Aliens? Or was it just dull automated robotic functions?

There was only one sure way to find out. After a hearty breakfast, a squad of Space Marines escorted a bunch of engineers and scientists out beyond the orbit of Neptune. They sent back some pretty pictures of the planet and the nearby space station. Then nothing more was heard from them.

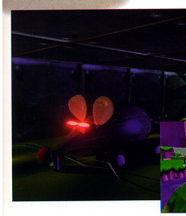
This was perplexing. Skipping breakfast to give them the nasty edge that made their reputation, the elite Vacuum Patrol were dispatched to investigate. They fared somewhat better than their ill prepared comrades. They managed to send a transmission from the station before contact was broken. An unidentified voice said, ' Hey... ' So it wasn't much of an improvement. Rather than send additional troops (the food bill alone ran to thousands of dollars) the President of the Unified Nations called on two freelance adventurers she'd regretted using in the past, but felt she had no choice. And they were expendable.

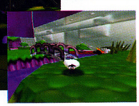
Evo and Dan Danger. Heroes for hire. In many ways like brothers. In times of need they could always count on each other. In times of despair they'd support each other. If advice was needed the other would offer as much as was required. And like good brothers, they fought constantly, never shared and sometimes wouldn't talk for days. Just like brothers.

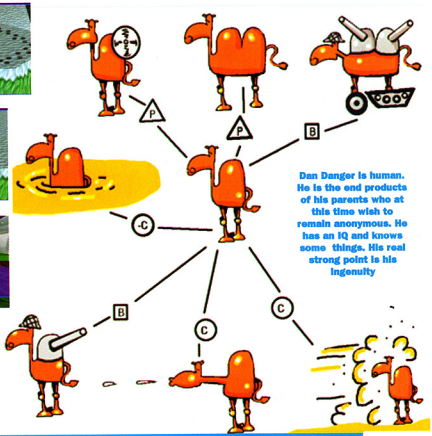
Except Evo wasn't human. Evo is the end product of the Evolutionary Robot Series. The result of data gathered from the Silicon Valley experiment. Which is kind of coincidental, but that happens. He had a four figure IQ, knowledge at least equal to that of the rest of the world. In fact, almost perfect in every respect, suffering only a minor personality defect, that of always being right. Which makes him unbearable to be around at times.

Dan Danger is human. He is the end products of his parents who at this time wish to remain anonymous. He has an IQ and knows some things. His real strong point is his ingenuity. He has never encountered a situation where he couldn't see a solution. Of sorts.

The constant friction between these two comes from Evo always being right, but rarely considering the feelings of the humans his ▶



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Dan Danger is human. He is the end products of his parents who at this time wish to remain anonymous. He has an IQ and knows some things. His real strong point is his ingenuity

Silicon Valley

actions affect. 'They're only human.' Dan Danger always has alternatives. He is naturally sceptical of any of Dan Danger's ideas, and usually finds ways to adapt them to his view of what's best. In this way they solve problems together, never fully crediting the other's abilities, but always reaching the compromise. Evo is trying hard to understand human nature. Dan Danger is trying hard to read the Evolutionary Robot users manual.

It was during the tenure of the current World President that Evo and Dan Danger first met. She had been kidnapped by a shadowy underworld organisation. Again. The leadership of this organisation was never identified by caught members. The ransom demands were never the same twice. And always absurd. This time they demanded that all the white areas on red and white street signs be coloured in yellow. Or the President dies!

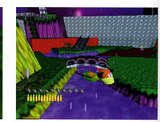
After some initial misunderstanding, Evo and Dan Danger realise they've been double-booked to rescue the President. Working as a team, it proved slightly more difficult to complete the mission than it should have been. But neither of them could see that. The team-up became permanent, the President was saved and the celebratory banquet was a huge success. Aside from 650 cases of food poisoning. Including the President.

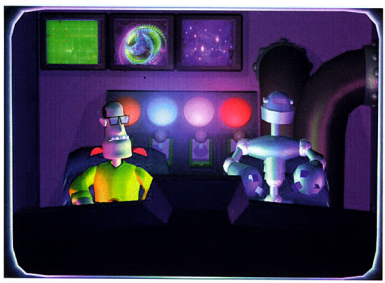
All of which might have been incidental to Evo and Dan Danger, except for the minor matter of them also being double-booked to cater the banquet. The catering, freestyle heroics business never really boomed. It always paid well enough to those who were successful and Evo and Dan Danger were very successful. With occasional mishaps. Which brought the President to acknowledge that they were the most suited to investigate the Station. And if they should have one of their mishaps it might go some way to pay back her two weeks in hospital.

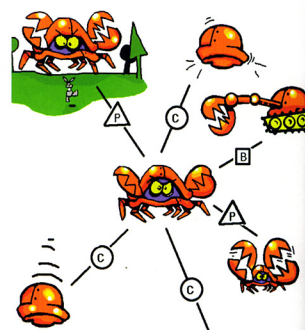
Were they so busy, did they know what the job would be or were they just playing it cool? After six hours, Dan Danger finally answered the vid-phone. The situation was approaching critical, Silicon Valley was nearing earth, there was no time for negotiations. The President agreed to Dan Danger's first price and he kicked himself for not asking more. It didn't look like a difficult job.

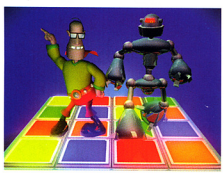
Those usually proved to be the most dangerous type, but that never dampened Dan Danger's enthusiasm or optimism that it wouldn't be a difficult job. Anyway, it was a robot situation, and Evo always handled the robot situations. Even better, it would be like visiting family, the place of his origins. 'Stuff like that,' Dan Danger insisted.

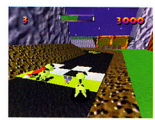
Evo knew how well families usually got on and suddenly felt quite reluctant to leap into the Station. In cases where an immovable object











Silicon Valley follows DMA's typical multi-genre approach, mixing elements from the driving, adventure, strategy and 3D platform genres

(Dan Danger) meets an irresistible force (Evo) they don't usually have the option to toss a coin. Evo lost, and as originally planned entered Space Station Silicon Valley just as Dan Danger started lunch.

The two previous boardings both entered at the outer ring. Evo Enters the Station by the main docking bay – 'The front door.' Off in the distance he can see a doorway and with his telescopic vision he can read the legend 'Welcome to Space Station Silicon Valley' above the door. He is almost there when the lights come on. Looking around he can see thousands of large War Droids. This momentarily alarms him until he notices they're armed with nerve gas. 'Only targeting biological life-forms.' He conveys this information to Dan Danger, who points out the obvious. If they don't do something about this invasion force they might not get paid.

One of the droids, which pose no threat to Evo, activates and approaches him. With no weapons to attack a robot of Evos design, it steps on him, taking him completely by surprise. Before he can recover it pounds his cogs into the floor. Designed to survive severe impacts, all of Evo's memories and personality download to a black box chip. This is supposed to be able to move clear of the wreckage and it does, crawling through the doorway it encounters a magnetic field which fries the control link.

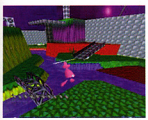
There is only one way he can progress into the station. Dan Danger has to access his directional module and remotely control him from the safety of their ship. Evo isn't too happy about this but has no choice.

Your mission, should you choose to accept it, is to save Evo and the earth. To do this you will need to guide Evo through most of the station.

At times you will have access to different bodies to use to make your way successfully through each environment. Along the way Evo will offer suggestions (and make criticisms) towards your actions, your choice of body, the way you're using it. When he stays silent you may not be on the right course though. He doesn't know everything.

If you do make it to the end of the game successfully, and have collected enough points, Evo will regenerate himself as he was, or as something slightly better, because he will have learned, adapted and evolved with your help.

There will be one more environment to pass through to complete the game and you can only do this if Evo has evolved back to where he started from ●



Towards the end of the year 3741, just around dinner time, the long lost Space Station Silicon Valley entered the outer fringes of our solar system

In order to survive, your robot must adapt to each environment (arctic, desert, grassland, underwater, space station, etc). This means learning the skills and abilities of the creatures found within each environment

Zelda 64

For a saga that's been going on longer than the Bird's Eye frozen pea adverts, Zelda's still as

A link to the futu

By **Alex Lee**

The highly anticipated Zelda 64 – yet another post-SNES update – is coming on beautifully. In fact, so much so that the Japanese cart version could still make a November release. The recent Shoshinkai show in Japan unveiled new enemies, such as the crab-like Ghoma and a lizard man. New settings, such as a flaming castle scene reminiscent of Super Mario 64's Lethal Lava Land and a hostile desert town illustrate the variety of locations in the game.

Attention to detail has been of paramount importance to the programmers, to the extent that Link, the main character you control, kicks up little clouds of dust when he runs through the sand! Zelda 64 looks like it will have more detail and realism than any other fantasy adventure ever seen. Some of the scenes which feature Link leading a horse are graphically faultless.

Although it is not yet known if the horse is Link's ally, or if Link will be able to ride him, it is about time Link got a more heroic steed in his adventures, since in the eight and 16bit past he has been transported primarily by chicken or duck.

The Legend of Zelda N64-style is an action-based RPG with real time fighting scenes, with an immense amount of territory to explore. Because of these two diverse gameplay elements, Nintendo is releasing two versions – one on cart and one on the DD (see box-out for details). Having games on both NES, Gameboy and Super NES, Zelda first stunned gamers with phenomenally huge territories, intricate and varied bosses and great playability.

The Legend of Zelda is set after Zelda 2, and Link looks a little older than before, which is apparent in both the character's face and size. What is extraordinary are Link's facial expressions and eye movements, which move from side to side when Link detects an enemy.

Action scenes in previous Zelda games took a top-down perspective, but hints from Nintendo

Zelda, when released in Japan this year, will be on a massive 128 meg cart. The 64DD version will follow about a year later

Source(s):	John Bailey of THE Games (Nintendo's UK distributor), the internet
Materials supplied:	Screenshots
Extra information:	Andy's Archives
Development location:	Japan
Playable version:	Yes (but we haven't seen it!)
Percentage complete:	80%
Estimated release date:	January

fresh as the moment when the pod went pop

Chairman Howard Lincoln and General Manager of the Entertainment Analysis Department Shigeru Miyamoto suggest that many different camera angles will be employed throughout, including more than one during the fightscenes.

From the screen shots of fighting scenes where Link leathers large skeletons taken from the Shoshinkai show, the camera angle switches between an isometric angle and a close up side view.

Zelda looks a bit like Super Mario 64, but with more dramatic camera angles (i.e. close-ups and shots angling up from the ground). It's most likely that the camera will not be player controlled, so that the designers can create cinematic moments by manipulating the camera angles.

The on-screen icons will be familiar to most Zelda players, as will the overall feel of the game. On-screen, starting from lower left and going clockwise, are Link's currency (Rupees), Heart Containers, and at top right is the B button's bombs and the A button's sword. We expect to see all Link's weapons (sword, bombs, boomerang, bow and arrows, and shield), plus possible new ones. The new Zelda promises to enable more freedom of movement for Link's hands, since shots display him unsheathing his sword.

Characters and Storyline

Gannon, the familiar embodiment of evil from previous Zelda games, is yet again scheming to dominate Hyrule by obtaining Tri-force, the golden power in the Zelda series. However, he's been beaten by Link (the main character of Zelda series, and the heroic figure who saved the land of Hyrule, which was almost destroyed by Gannon) a number of times, and is now believed to have intentions to sacrifice Princess Zelda, the key to breaking the seal, and to have the power of Tri-force for himself. Will he kidnap the princess yet again?

Iron Nac wears spooky shiny armour. Since all his body is covered with armour, normal attacks won't do any good. There is an enemy from previous Zelda games who takes damage with attacks from the sides and the back, but not from in front. It may be possible this is so with Iron Nac in this version, attacks over the head can be made, so it is very possible to have enemies who can be beaten with attacks only from certain positions.

Immortal warrior is the familiar monster who has appeared in all all the Zelda games so far. In the N64 version, the 3D effect makes him look tough and mean. Stalfos is also present. It's obvious that the monsters in Zelda 64 are not too thick and predictable, and must each be attacked and defeated differently.

New Items, Attacks and Camera Angles

The colour of Link's sword, shield and clothes display his power and strength level, therefore making a status indicator unnecessary. Mint! Conversation is the key to learning how to solve mysteries. But how will it

Zelda 64 takes place in a completely 3D environment, not entirely unlike that of the marvellous Super Mario 64

be performed? It is not yet known if there will be message windows like in previous games. There could be voice samples instead or a new conversational system.

It is believed that, as in previous Zelda games, the many different towns will reveal events that must be attended to gain information and meet significant people and further sub-games. It's likely that The Legend of Zelda 64 will bring these back into play.

Link has both a vertical attack and a horizontal attack with his sword. Using various combinations of these will be the key to beating special enemies and solving mysteries. Also, as far as we know, Link is able to run with a 'dash' action.

Various camera angles are planned to be used all over the game. As far as changing angles is concerned, as already seen in Mario 64, further attempts have been made to get this area of the game perfected.

For example, battles with enemies are not 2D. You don't attack purely from the front, back, right and left as you used to in 2D games. Approaches from above and below have been added. In these battles, the view changes dynamically, the enemies are attacking from all directions, and the developers have already allegedly found the perfect angle from which to cover the fights.

Animation looks exceptionally smooth, and the lighting effects display the Nintendo 64's capabilities well. When Link discovers the Triforce at a cavernous cul-de-sac, brilliant beams of light illuminate the whole of the cavern. As said previously, very little of Zelda saw shown, and it was only shown on tape, so bosses and more elaborate Labyrinths were not seen. The only enemy shown so far on the tape was a skeleton that was about four times their original height in previous games.

In all, if this game had been playable at Shoshinkai, it would have been the game of the show, and as it was, it was still the number one attraction. Guaranteed to be awesome

The game features real time cinemas (like Lylat Wars) and a range of camera angles never before seen on any console

Many familiar Zelda characters appear in Zelda 64, such as Dodongo, Stalfos, Wizzrobes, the Wall Masters and the Octoroks

The DD 'Bulky Drive'

NINTENDO is hyping up its 64DD to the max, but gamers and technologists have been questioning its validity. Why not, for example, release a more affordable CD-ROM unit with more storage space and cheaper development costs? Nintendo's logic behind it is that it has around eight times the space of most cart games, a writability feature and speed which equates to a 6X CD-ROM so it rests easily between the performance of carts and CD-ROMs.

Although it's not the 650Mb of space that CD-ROMs offer, the 64DD's 64Mb is big enough to cope with all sorts. 64DD games aren't likely to use FMV (who cares?), but the extra space can be used for real-time cinema, which is better than FMV, lengthen the games and make the graphics and sounds more varied and realistic. The writability feature opens up a whole host of theoretical opportunities never before seen on a console.

A common complaint of N64 games is the lack of 3D texture patterns. Take Shadows Of The Empire for example. Go inside a room and look around – there's not much going on is there? This is because the lack of space means that cart games have to cut corners on the number of textures used. Using the 64DD would lead to a much higher level of detail and variety.

Super Mario on the DD, for example, could easily have 40 levels. Turok could have more levels, more weapons and more (completely unique) enemies.

Furthermore, if for example ISS64 was 64DD compatible then instead of releasing a sequel in cart format, Konami could release it as a 64DD add-on disk. An add-on disk would be much cheaper, could contain more commentary and have the latest squads and strips. If a modem came out for the 64D a year or so down the line (which, by all accounts, is quite likely), the latest info could be downloaded to the writable portion of the disk instead of gamers having to shell out for another. The possibilities are endless. More information next month...

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Clayfighter 63 1/3

Interplay is set to follow Nintendo's successful theory of 'We've done it on the SNES, so we'll do

Plain clayzee

By **Alex Lee**

Bad Mr Frosty wins the bout! Yep, he's back for more sub-zero shenanigans

Warning! Don't expect this preview to make much sense, cos the game certainly doesn't. Okay, here we go... Welcome to the N64 Pro Clayfighter 63 1/3 tome of interesting facts – a record of the wacky weirdness that is Clayfighter and the Clayfighter Worlds!

It all began back in Muddville, U.S.A. Your 'Anytown U.S.A.' kinda place, 1950's-ish, replete with freckle-faced kids, cheerleaders, burger joints, picket fences and a Main Street, where everybody who's anybody knows just about everybody, and if you're a stranger, everybody's gonna know that, too. It's a town named after a founding father, just like a myriad of other, small, rural towns. Haphaestus Mudd was his name, a science teacher who lived long before our game's first edition takes place.

Now fast-forward to Christmas 1993, and Mudville is celebrating the holiday with festive spirit and glee. The local Freaky Freeze Ice Cream Parlor has cones half-off. The mini Lady Liberty statue at the city gates sports a wreath round her outstretched arm, and the streets bask in the glow of a thousand twinkling, multi-coloured lights. All is merry and bright, a 'White Christmas' Bing Crosby would be proud of, snow and all. Suddenly, from a million, zillion, miles away in outer space comes an X-Mas present nobody had on their lists!

In a blink of an eye, Muddville is made privy to one of the most magnificently catastrophic events to affect mankind in millennia, and a whole new universe is born from 'Happy Days' kitsch, half-priced ice cream cones, and Christmas lights.

Claymodo Isle – A History of Chaos

Enter Claymodo Island, circa Clayfighter 3, a sunny little island west of Fiji, South of Guam, Northeast of The Seychelles, Southeast and due North of Tasmani. A paradisical, picturesque plot of palms and volcanic spires that once enjoyed a hip hop heyday beards ago...

Back in the roaring 20's, this little known and hard to find isle was a private resort for the very rich, the very infamous, and the plain bizarre. Claymodo was frequented by the likes of foreign kings, mob bosses, glamorous Hollywood starlets, and gluttonous Texas oilmen.

The island got the name Claymodo from its original inhabitants, the cannibalistic (but really short) Chow Now Yow Tribesmen, who found a wealth of mineral rich, multi-coloured clay deposits in its numerous volcanic caverns.

The Resort of Claymodo Isle got its start when entrepreneur Buck Bouillion, wealthy southern land baron, came away from his expeditions on the undeveloped island totally enamoured. He knew full well that the island was a goldmine waiting to be exploited, with its lush beauty and hidden mineral riches. Immediately, he set about banishing the Chow Now Yows from their ancient home, and touting his new acquisition to the super wealthy as an unrivalled holiday resort.

Bouillion's paradise getaway boomed for a number of years, raking in the dough just as ol' Buck new it would. He built beachside bungalows, casinos, and the jewel of the resort, his high-class Crusade Towers Hotel. But, as fate would have it, the business boom was short lived. New resorts on other exotic locales were opening up, offering more affordable luxuries.

The clay mineral mines on the island were all but exhausted by now, and the angry,

Source(s):	Allison Grant, Jason Stapleton (both Interplay)
Materials supplied:	Pre-production cart, betacam video footage and Macintosh CD artwork disc
Extra information:	Internet (www.interplay.com)
Development location:	Good old the US of A
Playable version:	Yes (barely)
Percentage complete:	70%
Estimated release date:	December

an N64 version'. Or is it?

dispossessed Chow Now Yows were staging raids on the resort and frightening the tourists away. The once bustling resort turned into a ghost town soon enough, becoming nothing but a bullseye for passing naval ships in need of target practice until it was rediscovered by another ill-intentioned eccentric years later!

Hey, They're Clay! But How Did They Get That Way?

Not until ClayFighters 3 was a solid conclusion reached about how the Clayfighters came to be, both for the original cast members and our new clay combatants. No matter how you cut it, however, our pugilists in Play-Doh are a three games old, squish-squash species, whose rise from the ether was a one in a quadrazillion occurrence.

The original Clayfighters from Muddville suffered their stretchy fate at the hands of a claymutating meteor that crash-landed outside the city limits, spilling forth a sea of green claymutagen upon impact. This liquid engulfed the city and all in it, turning almost everything into animated, malleable clay forms with all the qualities of clay, as well as all its vulnerabilities! Dr. Klugenheimer Von Kiln, a local Muddville community college professor secretly developing a number of morphing/mutating formulae for an ominous, ill-intentioned military agency, took this amazing occurrence as a boon to his research, quickly gathering samples of the claymutagen for experimentation. In his late-night lab experiments, he quickly realised just how powerful a pure derivative of the mutagen could be and shot himself up with huge doses of it. This effectively made him even more mental, and disfigured his already deranged, stretchy self (another case of 'too much of a good thing')! Kiln decided to use these new-found ▶

Clayfighter 63 1/3

A scary thought – a half man/half rabbit with armour on one of this legs and one of his arms

claypabilities for his own ends, greedily cutting off contact with the evil military agency he was working for in order to monopolize the mutagen's power. After recruiting a crew of misclayants to terrorise the town and pillage its valuables, Kiln found himself being run out of Muddville by the authorities – and pursued by his vengeful ex-employer who wants the mutagen for itself!

On Claymodo Isle, the indigenous inhabitants (the Zappa Yow Yows, Houngan, etc) were turned into clay unwillingly when a small version of a claymutating meteor crashed into their paradise home many years ago (even before the Muddville incident). While criss-crossing the globe in search of a suitable hideout, Kiln came upon the secreted little island and found it to be the perfect clay kingdom for him and his crew. It is from this base that Kiln now furthers his horrific experiments, always adding new clay mutants to his stable of cohorts, bent on placing all the world under his control!

For years, the mad Doctor has been in the secret employ of M.U.C.C. (the Mud-sterious Underground Claymorphosis Commission). An almost untouchable, secret society of high-ranking government and military officials from around the world, bent on harnessing the powers of clay malleability, elasticity, and mushability, in order to create the ultimate fighting machine.

Now that the Muddville meteor incident has occurred, M.U.C.C. wants even more to find the key to claymorphosis and muckamation. Unfortunately, greedy Kiln has run off with every last millilitre of mutagen spilled in the crash, having collected it for his own dark devices.

Leave it to M.U.C.C.'s hit squad heavies to find Dr. Kiln – even if they have to search to the ends of the earth. Kiln, however, has vowed never to give up his claymutagen cache! So he'll run from these bespectacled, broad-shouldered, bald and pasty-faced emissaries of the 'powers that be' until they catch up with him, or he's able to put their dry cleaner out of business

The Madness That Is Mud

As in any cartoon world, one can expect exaggeration in regard to its physics – both on the organic level and within the actual elements of the cartoon environment. Clayfighter 63 1/3 pushes exaggeration to the limits – squash and stretch, after all, is what the Clayfighters are all about! Unless you're a Clayfighter that's kilnified, that is! Kilnification is the process by which a Clayfighter is made rock solid. Most Clayfighters or claymutants were once organic flesh and blood creatures, turned into clay by the nefarious Kiln's experimental Claymorphosis Mutagen(s), or by the Muckamation Meteor that crashed into Muddville in CF1 (from which the first Claymorphosis cultures were taken).

When you're kilnified, you've been baked in one of Dr. Kiln's Volcanators – a volcanically powered, superheated oven of unnatural intensity that changes a clay creature's physiology into that of a rock-hard, granitized golem as durable as Yosemite's El Capitan! The Volcanators were originally built to Kilnify Kiln himself and his evil creations in an attempt to make them indestructible. Unfortunately, the ovens performed their task only a minority of the time, more often vapourising subjects into steam instead of making them rock hard!

T-Hoppy is a Kilnified Clayfighter. Soon after being transformed in the Clay Conambulator, this robo-rabbit was placed into a Volcanator for hardening. To Dr. Kiln's delight, his creation emerged super strong and seemingly indestructible (and didn't get turned into a puddle of steaming mud!). To Kiln's chagrin, however, T-Hoppy quickly turned into a violent, lop-eared liability that quickly destroyed his lab and everything in it. Because of the risks and obvious side effects of the Kilnification process, the crazed clayentologist decided to shelve the Volcanators until they could be perfected and made safe for use.

As a result of kilnification, a Clayfighter becomes –

a) Near indestructible if he/she doesn't melt down in the process

b) Unmalleable and unmorphable. He/she loses the ability to contort him/herself into the varied shapes they were once able to. However, though they've been baked solid, their joints and other naturally moving parts/areas of their bodies remain bendable

c) Mad. Moody. Evilly cunning. Destructive and sadistic. Kilnified Clayfighters are destined to be psycho ward candidates, with little regard for anything but themselves.

But is kilnification reversible? The"answer is yes! But only if a Kilnified subject is fully submerged for one week in a vat of Squishnium X – the rarest Claymorphosis culture, which can only be found on the Muckamation Moon from

whence the original Muddville meteor originated.

Stretching The Imagination

Each Clayfighter is blessed with their own character-specific morphs/contortions, as well as general claypabilities/vulnerabilities. For example –

a) Just like clay, a Clayfighter can over-extend him/herself (unless super-specially augmented), and, if stretched out too far, will pull apart. Of course, they can just as easily smush parts back on to themselves, unless part(s) have been stolen away or irreversibly damaged.

b) Water is often a Clayfighter's worst enemy. Too much rain on Clayfighters turns them runny, and render them too liqueous to pull off their normal claymotions. A little wringing out or a touch of heat fixes up a soppy stretch-being

c) Clayfighters can 'Combat Kludge' (an early example of this is the Transformer toy series), to combine the characteristics and skills a group of Clayfighters have into a single unit! For instance, baddies Kiln, Lockjaw, Houngan and Cluck Daddie can all meld into a 10-foot-tall monstrosity. If Kiln calls the 'Kludge', then the ensuing meld will predominantly showcase his features – an oversized Kiln with Lockjaw's snout, tail teeth, Houngan's ears, feet and hat, Cluck Daddie's feathers poking out randomly from the body and his annoying crow interspersed with Kiln's overdone German dialogue.

d) Clayfighters can directly change their mass by slapping additional blobs of earth, clay and mud, onto their existing frames. Conversely, they can decrease their mass by removing stuff.

e) If thrown with enough force, a Clayfighter can stick to almost any surface.

f) If exposed to a blast of flame or explosive, the first layer of a Clayfighter's body cracks and falls off, exposing fresh clay underneath.

g) Clayfighters can hurl pieces of themselves at opponents.

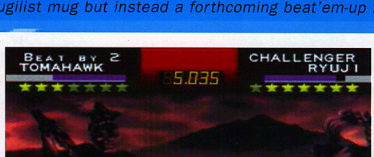
h) Unlike Casper the Ghost (another Interplay licenced character), Clayfighters can't morph through walls (except for Ickybod Clay, who is both ghost and clay). They can, however, extrude through cracks and holes.

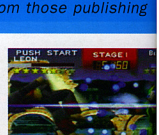
i) Clayfighters show damage on their bodies during combat, but not in blood and bruises. Punches and kicks cause splatters of clay, and a proliferation of them can actually create craters in a clay body ●

Preview

Fighting Cup

Not a game about a pugilist mug but instead a forthcoming beat'em-up from those publishing

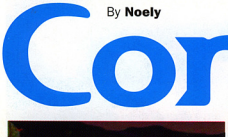




Top Left: Not sure what's going on in this pic. Luckily both characters still have their clothes on
Bottom Left: Tomahawk scores 3 points for a knockdown
Above and Right: The fighters run through their awesome repertoires

By **Noely**

Come and



With no fighting games yet making any great impact on the N64, the first truly smart beat em up is sure to clean up. Imagineers Fighting Cup (a working title thankfully) looks like it could make quite an impact. We at N64 Pro were treated to an early glimpse of this 3D beat em up and so can reward you our readers with your first look at what's shaping up to be a title contender in the N64 beat em up stakes.

The game uses 3D polygon based characters, and in its general appearance bears more than a passing resemblance to the Sega Virtua Fighter series.

This early version allows you to fight as any one of 9 characters from all over the globe with each having their own distint fighting style. Fights take place over various 3D arenas such as The Palace, Colosseum, Hell Mountain and a Ninja Room. Some hidden characters and secrets are also promised but as yet we've no shots.

The fighting arenas are only small but this helps to keep the action fast and frantic with little room for opponents to run and hide from your relentless attacks.

From just a brief play the game certainly seems infinitely more playable than Killer Instinct Gold, War Gods and the like and there's a nice feeling of variation in the way each character fights.

So for example Valerie is a German wench who specialises in aerial attacks. Tomohawk is a big burly yank who's speciality is brute power, other fighting styles include Quick, Technical, and Tricky from a guy called Pierre (who is a clown quite literally).

There are also several All-Round characters such as Abdul the Mongolian fighter who are Jacks of all Arts and Masters of None.

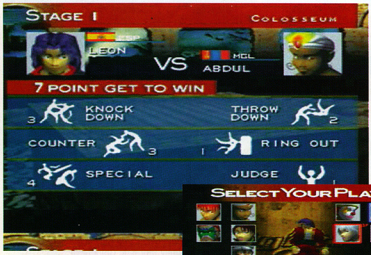
Where the game differs from most beat em ups of this ilk is that it employs a unique scoring system similar to a Judo style of combat, with points awarded for Ring Outs, Knockdowns, Special Moves and Counter Attacks.

A special move gains you 4 points, with 3 points scored for a KnockDown or a Counter, 2 for a ThrowDown and 1 point each for either a Ring Out or Judge decision. This points scoring system works in combination with the regular power bars and is an interesting departure from the standard "kick the crap out of them till they have no energy left" style of fighting game.

Graphically the game doesn't have the polish of something like Dark Rift (it's not in high res) and the colours are not as bright and crisp. However the graphics are still impressive in a different way. The characters are all realistically animated and the animations varied according to their particular fighting styles.

Source(s):	Nathan Wilson, Ocean
Materials supplied:	Beta Code
Extra information:	None
Development location:	Japan
Playable version:	Yes
Percentage complete:	90%
Estimated release date:	Late 97

heavyweights at Ocean



Above: Here we see the games points scoring system
Right: Choose from this motley bunch of characters
Far Right: Abdul celebrates a win

have a go...

Nice touches include the ability to hold onto the edge of the ring to prevent yourself being Ringed Out whereupon you can clamber back up and rejoin the fray (a technique first seen in Zero Divide on the PSX). You can even shimmy along the edge of the ring looking for a decent place at which to re-enter.

Other unique features include some type of grappling technique whereupon you attempt to pin your opponent to the deck. Not entirely sure exactly how this works since the brief time I spent on the game added to the Japanese text conspired to confuse the issue.

Some dramatic camera angles and an action replay are in there as you would expect. Also theres a nice little picture-in-picture of the losing fighter in a small corner of the winning fighters image.

So Fighting Cup is shaping up nicely and could just fill a niche for N64 owners craving a decent beat em up. Watch this space for a forthcoming review very very soon

Those Fighting Cup contenders

Name: Abdul
Nationality: Mongolian
Fighting style: All Round

Name: Kaze
Nationality: Japan
Fighting style: Technical

Name: Leon
Nationality: Spain
Fighting style: All Round

Name: Mei Ling
Nationality: China
Fighting style: Quick

Name: Pielle
Nationality: France
Fighting style: Tricky

Name: Tomahawk
Nationality: USA
Fighting style: Power

Name: Valerie
Nationality: Germany
Fighting style: Aerial

Key to Identifying those OTHER MAGS:

64 = 64 Magazine
NIN = Official Nintendo Magazine
EGM = Electronic Gaming Monthly (USA)
N64 = N64 Magazine

The A-Z of N64 reviews

If it's out officially, or there's even a snowball's chance in hell that you're going to want to buy it on import then you'll find it in here. Along with N64 Pro's definitive opinion we've also included ratings from lesser mags so you can see at a glance which games are worthy of your cash. You'll never need buy another N64 mag again

BLAST CORPS

Nintendo ● UK OUT NOW ● Rating 89%
N64 88% ● 64 88% ● NIN 87% ● EGM 8.6/10

Wanton destruction on a globai scale. Pilot all manner of demolition vehicles as you clear a path for a runaway missile carrier by destroying absolutely everything in its path. Refreshingly original, and incredibly addictive, despite limited longevity.

CRUIS'N USA

GT Interactive ● IMP UK TBA ● Rating N/A
N64 34% ● 64 31% ● NIN ? ● EGM N/A

An accurate conversion of a monumentally dull driving game. Thankfully it looks like Cruis'n USA may never make these shores. Let's hope the sequel is infinitely better than this old claptrap banger of a racer.

DARK RIFT

Vic Tokai ● IMP UK TBA ● Rating N/A
N64 72% ● 64 88% ● NIN ? ● EGM N/A

As beat em ups go this looks the part. However a pathetic AI, and dull and uninvolving gameplay mean Dark Rift is unlikely to entertain you for any length of time. We still await the first credible beat em up for the N64.

DOOM 64

GT Interactive ● IMP UK SEPT ● Rating N/A
N64 80% ● 64 81% ● NIN 85% ● EGM 7.4/10

The best version of Doom so far, but even so it's all beginning to wear a bit thin. Visually this can't hold a candle to Turok, and despite redesigned levels this is just the same old, same old. Wait for the absolutely fantastic Goldeneye.

FIFA 64

Electronic Arts ● UK OUT NOW ● Rating 38%
N64 38% ● 64 29% ● NIN 67% ● EGM 5.2/10

A tired GM Vauxhall Conference-like attempt at emulating our beautiful game. We showed FIFA a red card long before it's infinitely superior substitute ISS 64 showed up to replace it.

GO GO TROUBLEMAKERS

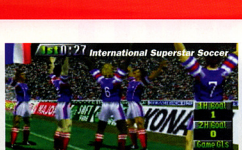
Enix ● IMP UK TBA ● Rating N/A
N64 90% ● 64 80% ● NIN ? ● EGM N/A

A 2D platform game like you've never played before due to some clever little touches and a uniquely Japanese style. You may not always know exactly what's going on due to the Japanese text but it's still entertaining, innovative and highly imaginitive and great fun while it lasts which unfortunately isn't long enough.

GOEMAN 5

Konami ● IMP UK TBA ● Rating N/A
(NO OTHER SCORES AS YET)

Carrying on the great tradition of the original Goeman series on the SNES this maintains the very japanese style and humour of the original series. This time your character is controlled in a fully 3D world. Comparisons with Mario 64 are



inevitable although the action RPG nature of the game make it similar in style to the Zelda series. Difficult to play (though not impossible) due to Japanese text so it may be worth hanging on for an english language version if one ever emerges.

GOLDENEYE 007

Nintendo ● IMP UK OUT NOW ● Rating 94%
(NO CHEATS, SCORES AS YET)

Turok meets virtua Cop meets James Bond in a superb film tie in and one of the best 1st person perspective Doom style games ever, it's addictive, challenging, action packed and wonderfully faithful to the film. After a particularly lean spell Goldeneye arrives and restores faith in worried N64 owners. You must own this game.

HEXEN GT

Interactive ● IMP UK OCT ● Rating N/A
N64 69% ● 64 N/A ● NIN ? ● EGM N/A

I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that is starting to look a bit long in the tooth in the wake of Turok and Goldeneye. Not even the 4 player split screen Deathmatch Mode can rescue this from the realm of Blandsville.

ISS 64

Konami ● UK OUT NOW ● Rating 93%
N64 92% ● 64 91% ● NIN 93% ● EGM N/A

Konami scores a blinder with an absolutely superb representation of our beautiful game and one that consigns the opposition to relegation. Superbly realistic, beautiful looking and with a huge array of moves and ways to score. ISS 64 is a football fans dream.

KILLER INSTINCT GOLD

Nintendo ● UK OUT NOW ● Rating 41%
N64 62% ● 64 75% ● NIN 84% ● EGM 6.8/10

The least impressive game in Rare's otherwise immaculate Nintendo portfolio. This is an accurate conversion of an extremely limited beat em up. How much more life can be squeezed out of the dinosaur that is 2D beat em ups. In every way this is far inferior to Streetfighter 2 and I was playing that five years ago.

LYLAT WARS

Nintendo ● IMP UK NOV ● Rating 91%
N64 94% ● 64 95% ● NIN ? ● EGM 9.1/10

Despite it's new prepostrous name Lylat Wars (or Starfox 64 to you and I) is an absolutely stunning game. Nintendo have breathed new life into the shoot em up genre. Excellent cut scenes, breathtaking graphics, and tons of atmospheric speech and sound effects, all complement the brilliantly frenetic gameplay.

MARIO KART 64

Nintendo ● UK OUT NOW ● Rating 91%
N64 91% ● 64 94% ● NIN ? ● EGM 9.3/10

A flawed genius. This builds on the original Mario Kart by allowing up to 4 players to compete over considerably less flat courses. Some drab courses and an over reliance on weapons however lessen the skill factor somewhat but even so this is excellent fun and arguably the best multiplayer console game around.

MORTAL KOMBAT TRILOGY

Midway ● UK OUT NOW ● Rating N/A
N64 34% ● 64 62% ● NIN ? ● EGM 8.1/10

The Mortal Kombat series has enjoyed a quite phenomenal success for what is a fairly limited beat em up. However on a 64 bit machine and after multiple instalments surely even the most ardent fan must admit it's time Midway put the 2D formula out of its misery with the final ultimate finishing move.

MULTI RACING CHAMPIONSHIP

Ocean ● IMP UK OUT NOW ● Rating N/A
N64 81% ● 64 N/A ● NIN ? ● EGM N/A

Aside from Mario Kart this is the first true racing game for the N64. The action takes place Sega Rally style over 3 courses (with a mixture of both on and offroad racing). Once you get over the novelty of the shortcuts and secret bits though this is a disappointing release. It's still undoubtedly fun with the added bonus of a 2 player mode. However it's to be hoped that Rev Limit, and Lamborghini fill the niche for a N64 racer that challenges for the Sega Rally

NBA HANG TIME

Midway ● UK OUT NOW ● Rating 74%
N64 52% ● 64 60% ● NIN 75% ● EGM 7.8/10

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two on two basketball madness, and that will undoubtedly put some people off, but the series' legions of fans are in for a real treat

Profile

PILOTWINGS 64

Nintendo ● UK OUT NOW ● Rating 91%
N64 89% ● 64 89% ● NIN 84% ● EGM 8.4/10

Arguably up there alongide ISS 64 as the team's most enjoyed game so far, Pilotwings offers countless hours of gaming pleasure. Sometimes relaxed, other times more frantic than anything else we can ever remember playing Pilotwings is the go anywhere, do anything gameplay fan's dream come true!

SHADOWS OF THE EMPIRE

Nintendo ● UK OUT NOW ● Rating 60%
N64 78% ● 64 88% ● NIN 86% ● EGM 7.9/10

If ever there was a mixed bag contained in the same game then Nintendo's Star Wars licence is it. It ranges from incredibly challenging to mind numbingly dull. However there's enough in there to entertain most for a short time at least and it certainly maintains the flavour of the Star Wars series.

SUPER MARIO 64

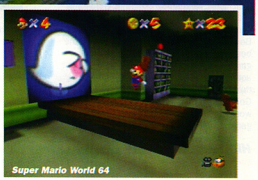
Nintendo ● UK OUT NOW ● Rating 92%
N64 96% ● 64 95% ● NIN 95% ● EGM 9.5/10

The best videogame ever? It's certainly up there as one of the finest ever video game moments. A true classic in every sense of the word and one that takes all the best bits from previous Marios and beautifully adapts them for this sublimely detailed 3D world. If you're into games you haven't lived until you've played Mario 64.

TUROK

Acclaim ● UK OUT NOW ● Rating 87%
N64 91% ● 64 82% ● NIN 95% ● EGM 6.9/10

A visual tour de force that showcased the power of the N64. Turok's huge success was guaranteed. An over reliance on jumping sections and a scarcity of monsters were often overlooked in the hype surrounding it's obviously impressive looks but whilst it may not have deserved the high ninety scores it received in many mags it's certainly an impressive, entertaining and challenging update of the doom style genre.



WAR GODS

Midway ● IMP UK DEC ● Rating 48%
N64 46% ● 64 59% ● NIN ? ● EGM 5.3/10

Midway attempt to bring Mortal Kombat kicking and screaming into the 3D arena. It's a tired attempt though that can't disguise the now ageing Mortal Kombat format. Some prepostrous special moves, and a distinct lack of any sense of skill during bouts make WarGods an instantly forgettable beat em up.

WAVE RACE 64

Nintendo ● UK OUT NOW ● Rating 90%
N64 90% ● 64 94% ● NIN 92% ● EGM 9.3/10

One of the finest racing games ever to grace a home console and certainly the most realistic water effects ever seen in a video game. A challenging championship mode, an excellent two player mode and a higly original stunt mode make Miyamoto's Jet Ski race game a grade above the rest. An unheralded champion of the N64 and a true classic.

WAYNE GRETZKY'S 3D HOCKEY

Midway ● UK OUT NOW ● Rating N/A
N64 70% ● 64 84% ● NIN 84% ● EGM 8.3/10

Lightning paced hockey game that looks great and plays at 100mph from face off onwards. The four player game is great fun. It's a logical progression from the classic NHL Hockey series which graced other formats with the added bonus that the analogue controller adds a subtlety not previously possible. Not on a par with International Superstar Soccer 64 in terms of sports games but certainly worth a look – in fact, it's on the video so check it out now.

MORE GAMES THAN YOU CAN SHAKE A STICK AT

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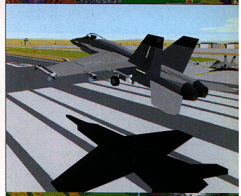
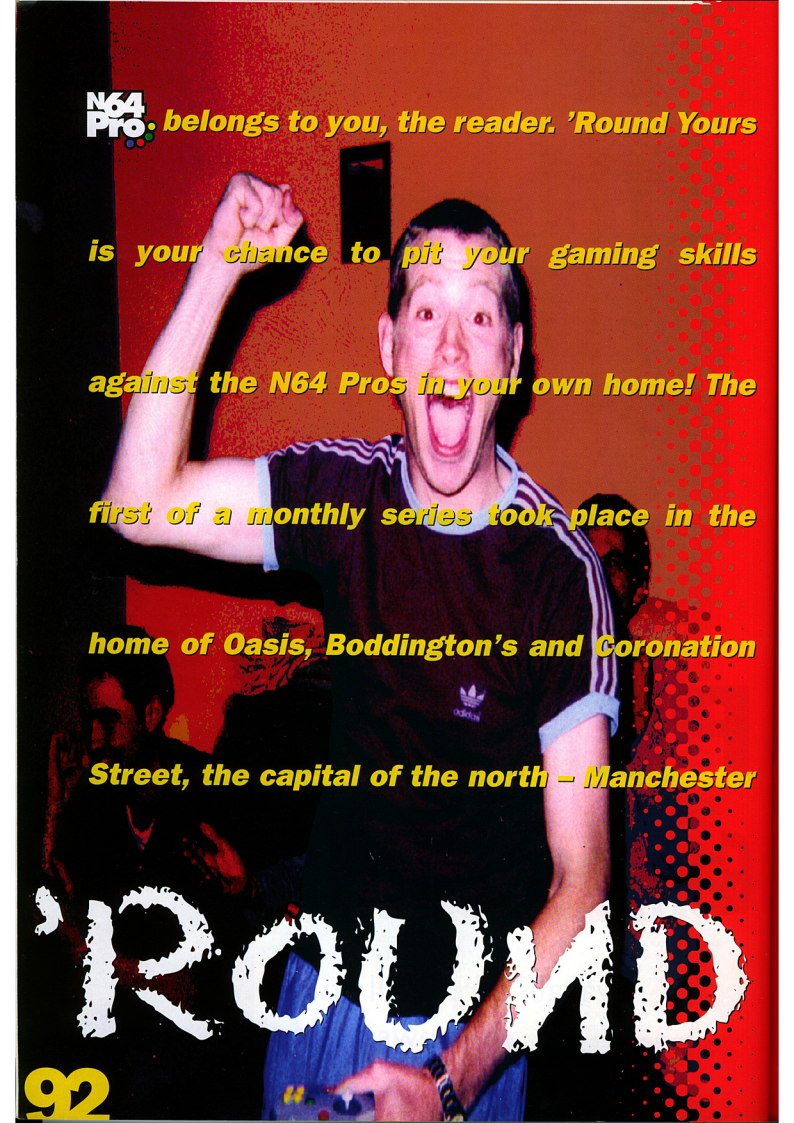


N64 Pro. belongs to you, the reader. 'Round Yours is your chance to pit your gaming skills against the N64 Pros in your own home! The first of a monthly series took place in the home of Oasis, Boddington's and Coronation Street, the capital of the north – Manchester



'ROUND

7.45pm... *The N64 Pros hunt down a house in a tiny, terraced street*

The happy host Darren Brewer can't help but chuckle at Noely's renegade sideburn. On the left is Tony, all set for a competitive night on the N64

Phyal arrives with a large bag of Czechoslovakian booze. Judging by his grin, the bag must have been a lot heavier when he first set off

Tony, ever-desperate to get in N64 Pro, strikes a curious pose while Daz lovingly tends to the enormous vat of chilli he's got on the go

Tony gets his first goal of the night. Daz prepares to invoke the old 'it's my hand controller, honest' excuse while Tags gets all excited. Bless

9pm... *It's smiles all around!*

Daz keeps Noely laughing while he steals his lager. Tagger sees the funny side. Little does he know, Daz has already 'treated' Tags's bottle

Players

N64 Pros
Alex Lee, Paul Noel
Steve Tagger

House lot
Daz Brewer, Marcus Wilbourne, Doug McCourt

Guests
Tony Baker, Phyal Robinson

On the left of the picture, Alex shows his true colours - the red and white stripes of Sunderland AFC, the team that illuminates the Stadium Of Light

Games featured this month:
International Superstar Soccer 64 & Mario Kart

A tiny, terraced Coronation Street-style house in Fallowfield, Manchester was the venue for N64 Pro's first ever 'Round Yours. You – the readers – get the chance to entertain us while we bring 'round some of the best multi-player N64 games to battle it out on. The rules are simple. You cook us some supper, we come 'round with the N64 and some games and everyone has a top laugh into the early hours of the morning.

Daz, a 25 year old shop worker and semi-pro footballer welcomed us in and introduced us to his house mate Marcus, 24 – a handy golfer – and squatter Doug, also 24 – an experienced mountain climber. It wasn't long before all eight players had wedged themselves into the cramped sitting room – four on the floor, one on a bean bag, the other three on a threadbare two-piece suite.

The first game on was International Superstar Soccer 64 from Konami. Taking the hand controllers were Marcus – a big fan of Shadows of the Empire and PilotWings and Phyal – an N64 virgin. Marcus immediately got to grips with the game and gave Phyal a right old hammering, the match ending up 4-0 with Italy's Ravanelli running the show. Next up were Daz and Tony. In marked contrast to the opening fixture, this was a much tenser affair with Tony's Germans carefully probing ▸

YOURS

'ROUND YOURS

11.50 pm... *We're having a whale of a time – cos we're hammered!*

Alex and fellow Sunderland supporter Daz celebrate a goal while Marcus reels back, unable to handle the brilliance he's just witnessed

Daz (England)'s defence.

It wasn't until the dying seconds that the deadlock was broken – a moment of silence followed by all-hell breaking loose when Tony realised the ball had crossed the line after a lengthy goalmouth scramble. Daz was inconsolable and vowed he'd do better the next time. Tony just sat and grinned, savouring the moment of victory.

The third match was a battle between two of the IDG boys and it produced the best spectacle so far. Tagger's dribbling style was more than a match for Noely's more patient short passing game. A final score of 1-1 was a fair result of an enthralling encounter. Shock result of the night was Marcus' fine 3-2 win over Alex. Poor Doug felt the Lee backlash, going down 4-0. After everyone had played a couple of times, the only players with 100% records were Tony and Marcus so it was fitting that they contested the final.

A rousing first period ended 2-2, both players attacking with grim determination. By the start of the second half, side bets were going on all over the place, with Tony being dubbed the outsider. The in-house 'bookies' were proven right as Marcus ran out a deserved winner. Final score Marcus (Italy) 4, Tony (Brazil) 2.

With everyone exhausted after a gruelling footy tournament, Daz got the scran out. A deliciously hot chilli con carne was the order of the night, served with salad, rice and pitta bread. By this time, all eight contestants were merry on Stella Artois, Safeway's strong lager and draught Caffrey's. Mario Kart was slipped into the N64, behind a low-flying cloud of thick cigarette smoke.

The room erupted as four-player Mario Kart got underway and proved an instant hit. When the non-N64 Pros had familiarised themselves with the controls the ground rules were established. First three stay on, loser goes off. As midnight came and went, the N64 Pros showed their finesse as Alex and Noely stayed on for the vast majority of the time.

After two solid hours of play, it was decided that there'd be two semis and a final to establish the Mario Kart champion. Doug, who'd proved to be a worthy competitor all night, bombed out of the first semi along with Phyal. In the second semi, Tony and Daz were the losers, leaving a grand final starting grid of Alex (Koopa), Marcus (Luigi), Tags (Mario) and Noely (Princess Daisy).

The deciding race lived up to its billing, with the lead changing as often as Man Utd change their strip and the power-ups flowing as freely as the vodka and cranberry juice. As soon as anyone made any headway, they were unceremoniously blown away by a constant stream of red and green shells, stars and thunderbolts. With only a few virtual yards to go, Steve Tagger stole the lead away from the chasing pack and held it to take the chequered flag first and momentarily burst into a raucous one man celebration routine.

After a brief experimentation with the battle mode, the consensus was that a two-on-two game of footy was needed. Again Tagger reached the final, partnered by the hitherto unlucky Phyal and again he won, although it had to be said that it was Phyal who showed the killer instinct in front of goal.

A fantastic time was had by all, and the last of the guests staggered out under the street lights at 3:30 am. Respect to the hosts Daz, Marcus and Doug for a top night. Let's hope the next 'Round Yours is half as good ●

If you think you could entertain a thirsty bunch of gaming guys drop us a line at **'Round Yours, N64 Pro, Media House, Adlington Park, Macclesfield, Cheshire SK10 4NP** and tell us why we should be coming 'round yours...

The Results

Individual ISS 64 Winner
Marcus 'Rav's the man' Wilburn

Mario Kart Champion Driver
Steve 'Yes, yes, yes, I can't believe it' Tagger

ISS 64 Doubles Winners
Doug 'Buzzin' off it' McCourt & Phyal 'Kee-gan! Kee-gan!' Robinson

2.15am... *Is that the time already? The awards get given out to the various jubilant winners. Enough of that, let's just have one more go...*

Daz presents the Mario Kart trophy to Tags. Neither of them can quite believe it – Tags can't drive and the cup's one of Daz's 'real life' footy ones

The ISSPro doubles title goes to Tags and Phyal, just to show that the underdogs still do win. Sometimes. In really spawny fashion

Noely hands over the ISS64 singles trophy to the gleeful Marcus. Little do they know that there's glus smeared on the handles

N64 Pro READER'S SURVEY 1997

Answer a few questions and walk off with a free game of your choice and a year's subscription to N64 Pro magazine

(Not a bad return for five minutes of your time)

Dear Reader

Welcome to N64 Pro, the only games magazine which really cares what YOU think!

Because N64 Pro is written by gamers for gamers, we want to make sure that we've got it just right. If we haven't, we want you to tell us what we can do to improve the content. We'd be grateful if you'd take the time to enjoy the magazine and then fill this in and return it to us.

The more we know about you and your gaming, the better the magazine will be for everyone. So be brutally honest.

If playing an important role in the best Nintendo mag on the planet isn't enough for you then we've also got five games of your choice to give away. All copies of the survey received before 21 November will be entered into a prize draw to win a brand new game. The first five names taken from the hat will win. The five lucky winners and a further 10 runners up will also receive a free year's subscription to N64 Pro!

Thanks for your support.

Alex

Alex Lee, Editor

PS – Remember, honesty is the best policy and if you do have constructive criticism to make, it won't affect your chances of winning a free game

Magazine Stuff

1. Where did you find out about N64 Pro?
- [x] Saw it in the newsagents
- [ ] Saw it in a games store
- [ ] Word of Mouth
- [ ] Saw an advert in a magazine

2. Where did you buy N64 Pro?
- [ ] Major newsagent *(e.g. WH Smith/Menzies)*
- [x] Small newsagent
- [ ] Supermarket
- [ ] Games retailer
- [ ] Other/specify

3. What items featured in the front cover of N64 Pro made you want to buy it? (please write in your answer)

F1 [illegible]
Goldeneye 64
.....
.....
.....

4. How influential was the free cover-mounted video in persuading you to buy N64 Pro?
- [ ] Very influential
- [x] Influential
- [ ] Neither influential nor un-influential
- [ ] Un-influential
- [ ] Very un-influential

5. Having read the magazine was N64 Pro ...
- [ ] Much better than you expected
- [ ] Better than expected
- [ ] About the same as expected
- [x] Not as good as expected
- [ ] Much worse than expected

6. How do you rate the following sections of the mag?
Below is a list of features and main reviews from this issue of N64 Pro, using the key provided, please write in the spaces provided what you thought of each one.

1 - *Loved*, 2 - *Liked*, 3 - *Not bothered*, 4 - *Disliked*, 5 - *Hated*, 6 - *Did not read*

Features
- [ ] News
- [ ] Intro
- [ ] Competition
- [ ] Pro tips
- [ ] Pro guides
- [ ] Round yours
- [ ] SNES/Game Boy reviews

Reviews
- [ ] Extreme G
- [ ] NBA Hang Time
- [ ] Goldeneye
- [ ] Blast Corps
- [ ] FIFA Vs ISS64
- [ ] Star Fox
- [ ] Mario Kart

Other Reviews/Previews
- [ ] Wave Race
- [ ] Mario
- [ ] Shadows
- [ ] Killer Instinct
- [ ] Pilotwings
- [ ] WCW v NWO
- [ ] Silicon Valley
- [ ] Zelda
- [ ] Clayfighter
- [ ] A-Z Reviews

7. Of the following editorial features what would you like to see more or less of? *(please use the key below and write your answer in the space provided)*

1 - *More*, 2 - *Same amount*, 3 - *Less*

- [ ] News
- [ ] Import News
- [ ] Previews
- [ ] Games Reviews
- [ ] Cheats & Tips
- [ ] Full guides
- [ ] Readers letters
- [ ] Competitions
- [ ] Round yours
- [ ] Interviews

8. Is there anything not covered in the magazine which you would like to see in future issues?

.....
.....
.....

9. What freebies would you be most interested in receiving with future issue of N64 Pro? (please select your favourite 3 preferences)
- [x] Videos
- [x] Playing Guides
- [x] Cheats Books
- [ ] Supplements
- [ ] Stickers
- [ ] Badges
- [ ] Calendar
- [ ] Posters
- [ ] Post cards

10. Would you say N64 Pro is value for money?
- [ ] Yes
- [ ] Average
- [ ] No

11. Will you buy N64 Pro again?
- [ ] Yes
- [ ] No

12. Would you be interested in subscribing to N64 Pro?
- [ ] Yes
- [ ] No

13. Which other gaming magazines do you regularly read? *(please use the key below and fill your answer in the spaces provided)*

1 - *Every issue*
2 - *Most issues (4-5 out of 6)*
3 - *Occasionally (2-3 out of 6)*
4 - *Rarely (1 out of 6)*

- [ ] C&VG
- [ ] Edge
- [ ] Games Master
- [ ] Nintendo Magazine
- [ ] Total 64
- [ ] N64 Magazine
- [ ] 64 Magazine
- [ ] 64 Extreme
- [ ] PlayStation Plus
- [ ] Play
- [ ] Total PlayStation
- [ ] Official PlayStation Magazine
- [ ] PlayStation Power
- [ ] PlayStation Pro

14. How many people will read your copy of N64 Pro?
- [ ] Only me
- [ ] 2
- [ ] 3
- [ ] 4
- [ ] 5
- [ ] 6+

15. Having read N64 Pro will you:
- [ ] Keep it for reference
- [ ] Throw it away
- [ ] Give it to a friend

16. What other magazines do you buy in an average month:
- [ ] Lifestyle (FHM/Loaded)
- [ ] Health (Mens Health/GQ Active)
- [ ] Style (Arena/Face)
- [ ] Music
- [ ] Gen. Sports
- [ ] Football

N64 Stuff

17. Which of the following games consoles do you currently own and which ones are you intending to buy over the next 12 months? *(tick all that apply)*

	Own	Intend to buy
Sega Mega Drive	☐	☐
Sega Mega CD	☐	☐
Sega Saturn	☐	☐
Sega Game Gear	☐	☐
Sega 32X	☐	☐
Sega Saturn	☐	☐
NES	☐	☐
Super Famicon	☐	☐
SNES	☐	☐
Nintendo Gameboy	☐	☐
N 64 (UK version)	☐	☐
N 64 (US version)	☐	☐
N 64 (Jap. version)	☐	☐
Sony PlayStation	☐	☐
M2	☐	☐
PC	☐	☐

18. If you own/intend to buy an N64, did/will you buy it yourself or was it/will it be a present?
- [ ] Bought it
- [ ] Present

19. If you own any other consoles, will you continue to buy games for them now that you own/intend to own an N64?
- [ ] Yes
- [ ] No

☞

READER'S SURVEY 1997

20. Which of the following hardware peripherals do you own or intend to own?

	Own	Intend to buy
2nd official Joypad	❑	❑
2nd unofficial Joypad	❑	❑
Memory card	❑	❑
Rumble card	❑	❑
Steering wheel	❑	❑

21. How many N64 games do you own?

❑ None
❑ 1-2
❑ 3-5
❑ 6-9
❑ 10-14
❑ 15+

22. How many do you intend to buy in the next 12 months?

❑ None
❑ 1-2
❑ 3-5
❑ 6-9
❑ 10-14
❑ 15+

23. How often do you buy games?

❑ Monthly
❑ Bimonthly
❑ Quarterly
❑ Every 6 months
❑ Every 12 months
❑ Never

24. When buying games for your N64 which of the following will you buy? (tick all that apply)

❑ UK games
❑ Japanese games
❑ American games

25. When buying games for your N64, will you trade in older games as part exchange?

❑ Yes
❑ No

26. Which of the following N64 games have you bought? (tick all that apply)

❑ Super Mario 64
❑ Pilotwings 64
❑ Shadows of the Empire
❑ Turok
❑ Wave Race 64
❑ ISS Pro 64
❑ FIFA 64
❑ Blast Corps
❑ Mario Kart 64
❑ NBA Hang Time
❑ Killer Instinct

27. Which three of the following N64 games are you most looking forward to playing? (please tick only three games)

❑ Goldeneye
❑ Wave Race 64
❑ ISS Pro 64
❑ Blast Corps
❑ Mario Kart 64
❑ NBA Hang Time
❑ Killer Instinct
❑ Doom 64
❑ Lylat Wars
❑ Zelda 64
❑ Mission Impossible
❑ WCW v NWO
❑ MCR
❑ Wayne Gretzky's 3D Hockey
❑ Nagano Winter Olympics
❑ Extreme G
❑ Wetrix
❑ Dark Rift
❑ F1 Championship
❑ Superman
❑ Bomberman 64
❑ F-Zero
❑ Go Go Troublemakers
❑ Body Harvest

28. Which one game (from any console format) would you most like to see available on the N64?

.....
.....
.....

29. What are your favourite games?

❑ First person shoot'em up
❑ Beat'em up
❑ Shoot'em up
❑ Adventure/RPG
❑ God sims
❑ Platform
❑ Football
❑ Gen. sports
❑ Driving
❑ Puzzle
❑ Strategy
❑ Flight Sims

30. How many hours a week do you spend playing games on your own and with friends?

	Alone	With friends
1 hour or less	❑	❑
1 - 5 hours	❑	❑
5 - 9 hours	❑	❑
10 - 14 hours	❑	❑
15 - 20 hours	❑	❑
20+ hours	❑	❑

31. Where do you buy your games from?

❑ Mail order
❑ Game
❑ Electronic Boutique
❑ Virgin
❑ HMV
❑ Our Price
❑ Future Zone
❑ Toys R Us
❑ Woolworths
❑ Comet
❑ Argos
❑ WH Smith
❑ Currys
❑ Tandy
❑ Exhibitions
❑ Local specialist shop
❑ Second hand
❑ Other
(please specify)

.....
.....

Personal Stuff

32. Name

.....
.....

33. Address

.....
.....
.....

34. Postcode

.....

35. Telephone

.....

36. Are you?

❑ Male
❑ Female

37. What is your age?

❑ Under 15
❑ 15-19
❑ 20-24
❑ 25-29
❑ 30-39
❑ 40+

38. What is your employment status? (tick one box only)

❑ Work full time
❑ Work part time
❑ Student
❑ Still at school
❑ Unemployed
❑ Retired
❑ Other

39. If you are in full time work into which of the following income ranges do you fall?

❑ Under £5000
❑ £5000 - £9,999
❑ £10,000 - £14,999
❑ £15,000 - £24,999
❑ £25,000 - £34,999
❑ £35,000+

40. Have you bought anything from mail order over the last year?

❑ Yes
❑ No

N64 Pro

Now that you've completed the questionnaire send it to

N64 Pro Survey, Freepost, SK3038, Macclesfield, Cheshire, SK10 4YE

(no stamp required in UK)

Hurry! Only surveys received by 21 November will be entered into the free prize draw to win a game and a subscription

❑ *Please tick if you don't wish to receive any further promotional literature*

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Contact

"most of the mags are way too kiddie"

"...reader reviews give credibility... we're the ones playing the games"

"I want to be able to get more out of my games"

Thanks for reading N64 Pro. And thanks for filling in the survey. Or at least thanks for making a conscious decision to do so before the end of November. This is a final plea for letters and emails so we can kick off the next issue packed with your opinions (for example, do you think reviews should have sub-headings, like in the GoldenEye and Mario Kart pages or not, like all the others) which is what we've set off to do from the start. It's your mag after all and it's your views which will shape the future of N64 Pro. There's also a form to fill in if you want to host 'Round Yours in a forthcoming issue

As a reminder, this is the address to send all correspondence to –
N64 Pro
Freepost
IDG Media
Media House
Adlington Park
Macclesfield
SK10 4YE

Emails
alexl@idg.co.uk
stevemc@idg.co.uk

"not every Nintendo player is 13 years old"

"we're not geeks"

"It's good to get more than one expert reviewing games"

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IDG MEDIA

Next month...

Ground-breaking

FREE GIFT!

Plus! Everything on the following games...

Gex 64, Mace, Yoshi's story

Goldeneye
Extreme G
Zelda
NFL Quarterback Club 98
Forsaken
Turok II
NHL Breakaway
NBA Jam 98
Aero Guage
Lode Runner
Silicon Valley
Ozumo 64
Flying Dragon Fist Twin
Go Go Troublemakers
Wonder Project J2
Doraemon
Turrican 64
Robotech Crystal Dreams
Actua Golf
Wayne Gretzky's 3D Hockey
NBA Hang Time
Doom 64
War Gods
Hexen
Duke Nukem 3D
Rebel Moon Rising
Joust Epic
Cruis'n World
Robotron 64
Quake 64
Ultra Combat
San Francisco Rush
Biofreaks
Final Doom II
Mace: The Dark Age
Mr Tank
Wild Choppers
Bomberman
Dual Heroes
J-League 97
New Japan Pro Wrestling
Super Power League
Dynamite Soccer
Holy Magic Century Eltale
Mah Jong Diary Classic
Multi Racing
Pro Baseball King
Reason
Sim City 2000
3-D Fighting
Clayfighter 63 1/3
Earthworm Jim 3D
Raze
Ultra Descent
VR Baseball
VR Golf
Chameleon Twist
Cavalry Battle 3000
Blade and Barrel
Top Gear Rally
ISS 64
GASP
Bottom of the Ninth 98
Castlevania 64
Goemon Adventure
Golf
Hybrid Heaven
Hyper Olympics
Legend Of The Mystical Ninja 64
NBA in the Zone 64
Powerful Pro Baseball 4
Aero Fighters Assault
Monster Dunk
Blast Corps
Creator
Banjo-Kazooie
Body Harvest
Buggie Boogie
Climber
Dream
F-Zero 64
Jack & The Beanstalk
Kirby's Air Ride
Nintendo Golf
Mischief Makers
MLB Featuring Ken Griffey Jr 64
Pilotwings II
Tetrisphere
Yoshi's Island 64
MRC
Wetrix
Mission Impossible
Jest
Space Circus
Dead Ahead
Conker's Quest
Rev Limit
St Andrews Golf
Top Gun: A New Adventure
Chameleon Twist
Pebble Beach Golf
Deadly Honour
Rotor Gunners
WCW vs NWO
Lamborghini 64
Quest For Camelot
Superman: The Animated Series
F-1 Pole Position
ED
Tonic Trouble
Dark Rift
Command & Conquer
Freak Boy
Legend Of Zelda DD
Cabbage Creator
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Fire Emblem 64
Sim City 64
Pocket Monster 64
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